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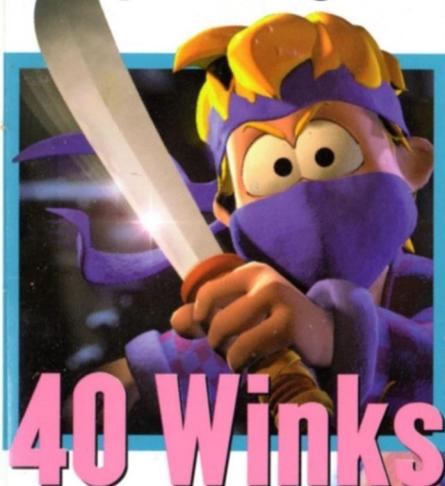
ISSUE 22 DEC 1999 \$6.95 NZ \$9.95 INC. GST

## N64Gamer



## Rayman 2

The year's bounciest platform game!



## 40 Winks

Phantasmagorical platform pleasure!



## GEX 3



The wise-cracking lizard's back for revenge...

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GEMINI

Rare's mind-blowing shooter is out of this world!

Pokémon  
Mania!

22



22

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## REGULARS

### 8 Bowser's Bulletin.

Big news this month with the imminent release of the Pokemon movie, a sequel to Armorines, a Namco arcade collection, a f#\$@\* Perfect Dark delay, a new smurfs game and we take a look at Nintendo's Pokemon Tour.



### 13 Street Talk.

Arthur hits the streets and asks real people, hard-hitting questions that mould our ever-changing society.

### 16 Troy's Mailbag.

This month we discuss the possibility of N64 Gamer warping the minds of the young, Zelda being too short, computer 'Bots' in games and Nintendo gaming fun for the whole family.

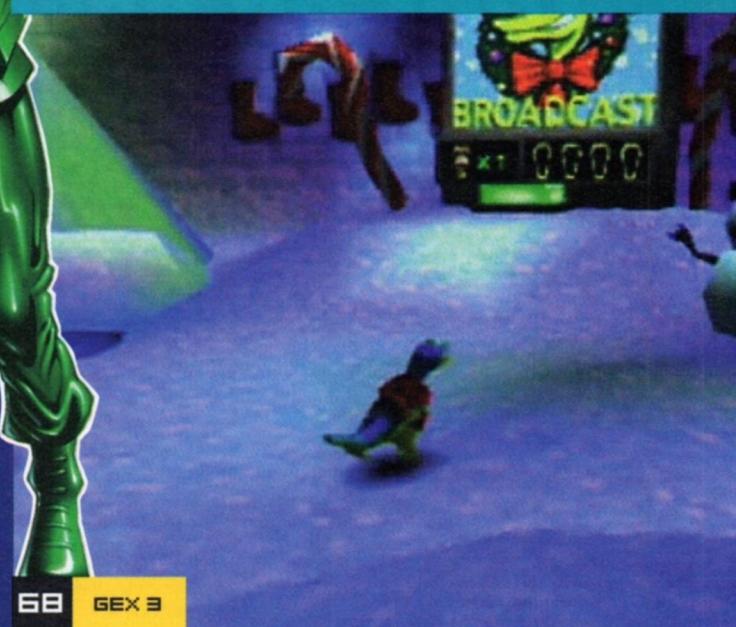
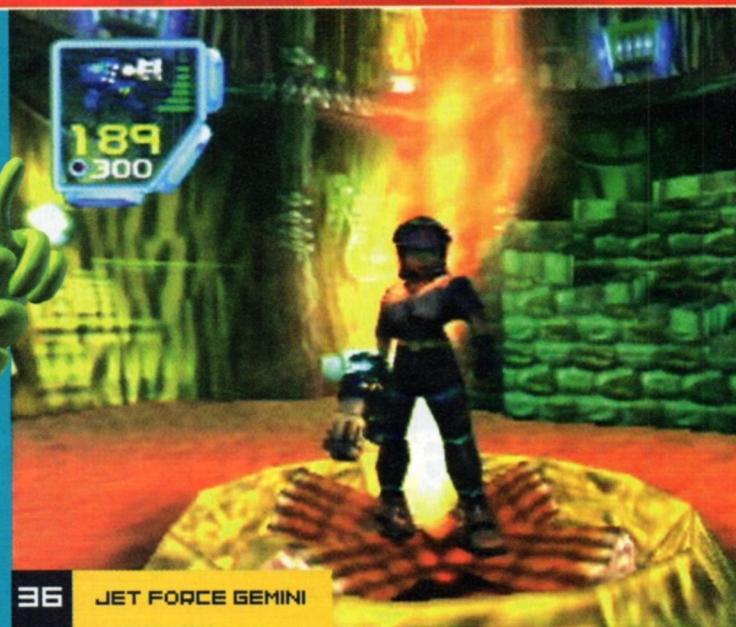
### 20 Bad Ass' Basement.

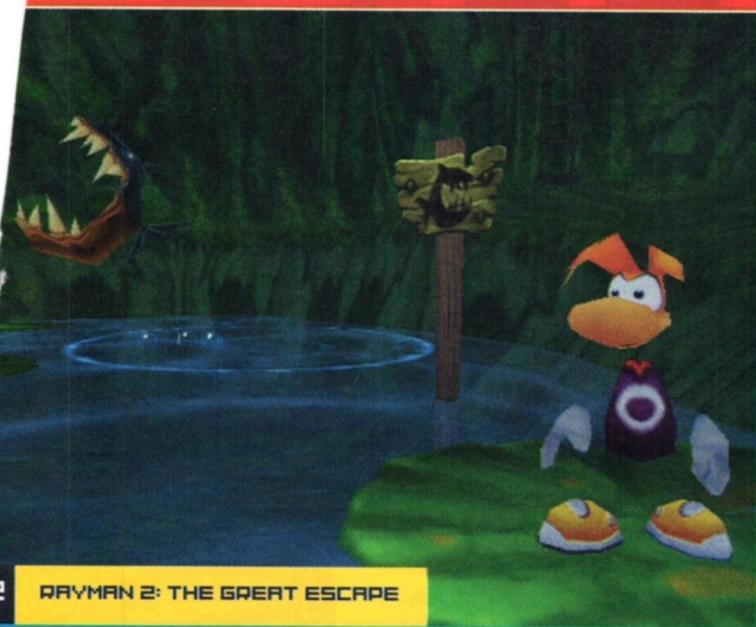
20 **Q & A** - If you're stuck in a game ask Bad Ass and he'll sort you out.

21 **Competitions** - Bad Ass has four copies of Jet Force Gemini, six copies of 40 Winks and four copies of Hot Wheels: Turbo Racing. So, grab your pen and enter!

22 **Insult My Head** - If you've got an ugly enough head, Bad Ass will insult it for you.

23 **Hugh's High Scores** - If you think you're fast, why not enter our high scores page.





RAYMAN 2: THE GREAT ESCAPE



WCW MAYHEM

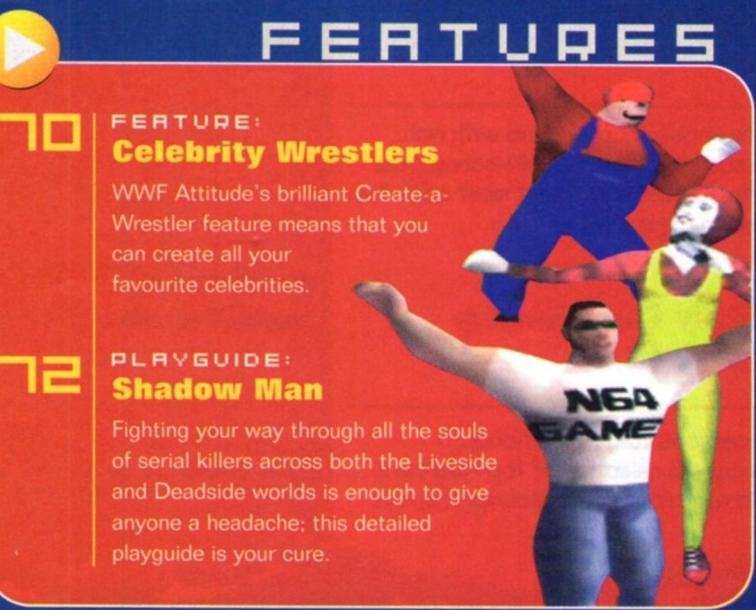
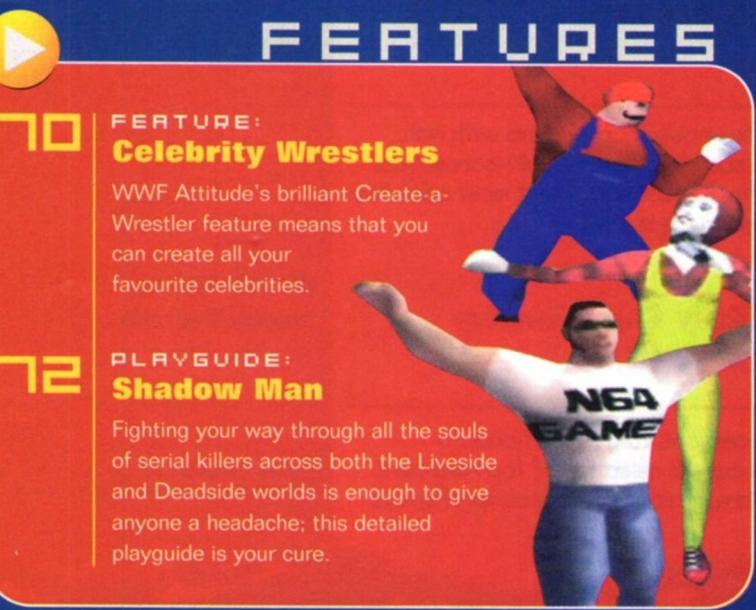
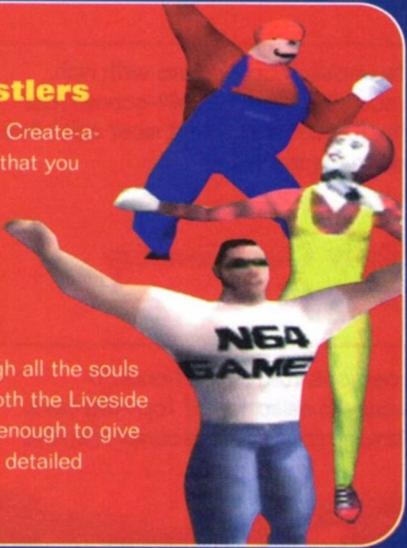
## FEATURES

### FEATURE: Celebrity Wrestlers

WWF Attitude's brilliant Create-a-Wrestler feature means that you can create all your favourite celebrities.

### PLAYGUIDE: Shadow Man

Fighting your way through all the souls of serial killers across both the Liveside and Deadside worlds is enough to give anyone a headache; this detailed playguide is your cure.



## NEW RELEASE

### 24 Previews

- 24 Rocket
- 26 Ready 2 Rumble
- 27 Rainbow 6
- 28 Starcraft
- 29 Winback
- 30 Top Gear Rally 2
- 30 NBA Showtime
- 32 Vigilante B: Second Offence
- 32 Knockout Kings



### 34 Profile Page.

This month the N64 crew talk about their favourite WWF wrestlers.

### 35 Review System.

What our scores actually mean.

## NEW RELEASE

### 36 Reviews

- 36 Jet Force Gemini
- 42 Rayman 2: The great escape
- 46 Army Men
- 54 WCW Mayhem
- 58 40 Winks
- 62 Hot Wheels
- 64 Road Rash 64
- 66 NASCAR 2000
- 68 Gex 3



### 82 Subscription

Jack of All Games have kindly supplied us with six great games packs. Each one is valued at \$219.90 and contains a Jordan Grand Prix Steering Wheel and a copy of Monster Truck Madness. Subscribe and win!

### 84 Codes

If you're a pansy who couldn't be bothered finishing a game on your own, or if you're just plain stuck, visit these pages.

### 88 Buyer's Guide

You just bought Super Bowling and realised that you blew \$100 on a cart not worth urinating on? Next time, check out our bite-sized reviews on most games available.

### 94 Trader Page

You wanna get rid of that copy of Dual Heroes your toothless grandfather bought you. This is the place.

### 98 Next Issue

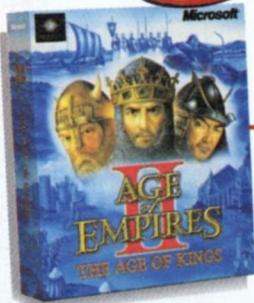
Find out what's in store in the December issue of N64 Gamer.

# Games 4 Play

A heaven for gamers, kids, mums, and dads alike, with a huge range of titles to choose from. There is something to suit everyone and prices that won't break the bank from as low as \$14.95. Our staff can offer advice on all aspects of the latest and greatest games available for your PC, Nintendo<sup>64</sup>, Color Game Boy or PlayStation, so why not check out one of the most exciting areas of the store.

## TOP 5

1



2



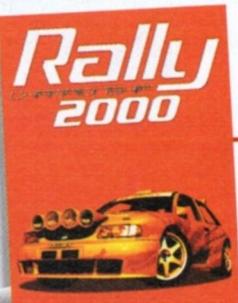
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**Speed Freaks PSX (G).**

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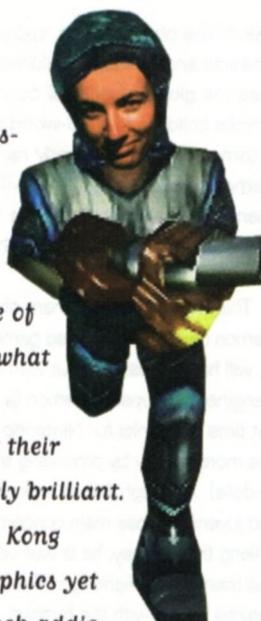
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# Rare Quality

Any long time readers will no doubt be sick of hearing about my obsession with Rare's Goldeneye. In my opinion the game is light years ahead of anything else on the N64. Taking a close look at Jet Force Gemini it's clear that the same can be said of Rare as a company.

Their games always reek of quality and addictive gameplay. Each one of Rare's games is such a masterpiece that you have to wonder exactly what the other designers are doing with their time.

I can forgive Rare for Killer Instinct, as it was simply a conversion of their old arcade game. Thankfully, every title since then has been absolutely brilliant.

Blast Corps was a highly original and absorbing strategy game. Diddy Kong Racing provided a tough challenge and boasted the most detailed graphics yet seen on the N64. Their next game, Goldeneye, managed to pack so much addictive covert action into the cart that, even after two years, I still play, and am unable to stop talking about, its brilliance. Banjo-Kazooie was Rare's only release in 1998 and its stunning graphics and polished gameplay provided eager gamers with exactly what they'd been waiting for. Since then, we've had to struggle through the last 18 months without any love from Rare. Thankfully, the drought is over. Jet Force Gemini has arrived and maintains the same incredibly high quality as Rare's earlier games. It offers vibrant and detailed graphics, satisfyingly beefy weapons and a huge adventure that will keep you happy for months. The best thing is that this time we don't have to wait another 18 months for another taste of Rare perfection. In only a month's time Donkey Kong 64 will be available, and from what I've played so far, the game could be Rare's best yet. Thanks to Rare, we'll be enjoying very happy Christmas gaming season that will easily carry us through to April, when we will finally see the ultimate N64 Release, Perfect Dark. Let the lovin' begin.

**Narayan Pattison**

Editor [www.next.com.au](http://www.next.com.au) [www.next.com.au/n64gamer](http://www.next.com.au/n64gamer)

BOWSER'S

# Bulletin



This is the place to find out everything that's hip and happening in the N64 world!



## POKEMON FOR HOLLYWOOD

You've seen the cartoon, now watch the movie!

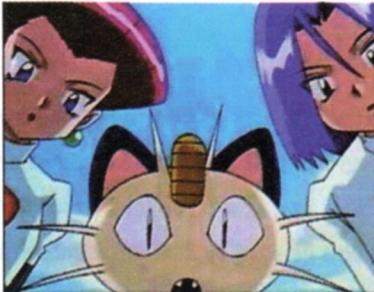
From their humble beginnings on the Game Boy, Pokemon made the jump to their insanely popular television series. Well, Pokemon aren't satisfied easily and now they're set to splash themselves across the silver screen.

Knowing that Nintendo are sitting on a gold mine with their pocket vermin creation, Warner Bros have struck a deal to make a

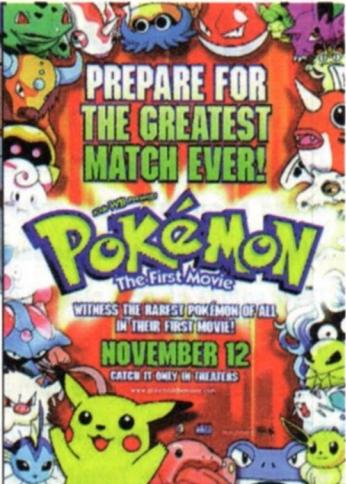
movie of the phenomenon, capturing the hearts and minds of children across the globe (except of course, for those children in third-world or war-torn countries). Cleverly named, *Pokemon: The First Movie*, it will be screened in the US of A before it reaches our shores (Hopefully these summer holidays).

This time around, the hero of the *Pokemon* cartoons and video games, Ash, will have to battle it out with new bio-engineered super *Pokemon* (a great time me thinks for Nintendo to make more money by producing these new dolls). Although Ash is a pimply-faced juvenile whose main concern is spanking the monkey, he is well versed in the training and fighting of *Pokemon* creatures. Along with the famous Pikachu, Ash is determined to stop

Team Rocket and these new evil



pocket monsters from taking over the world. The movie is based on the Game Boy game and is set in a world where 151 species of pocket monsters roam about in the wild. Each *Pokemon* possesses special powers and some are tougher than others. People have discovered that *Pokemon* can be captured and trained to fight battles for them, hence the premise for the games. In the film, Ash Ketchum, the electrifying Pikachu, the



Pikachu goes for an Oscar spunky Misty and friend, Brock travel willy-nilly from town to town on their quest to become the ultimate *Pokemon* masters. Stay tuned for more news on this wacky flick.



## SEQUEL BEFORE THE PREQUEL?

### Armorines suit-up for some more action

Acclaim has announced that they are working on a sequel to a game that hasn't even been released to the public yet. *Armorines* (we like to call it *Turok 2.5*) is a first person shooter, which

uses the *Turok 2* engine, but is based around a bunch of space marines wiping out millions of insect-like aliens (*Starship Troopers* anyone?) rather than some hippy Indian wiping out innocent, cuddly dinosaurs.

We were surprised at the N64 Gamer office to find that the first title was very playable and quite kewl. It has big guns, plenty of giant insect aliens and enough action to make it a potential *Goldeneye* beater. Now, we can look forward to its sequel, *Armorines 2*, which we're guessing will be even better than

the first game, although we have no idea of what it's about, we can be sure that it will involve insane amounts alien blood being splattered about the place.



Doh - I need to take a leak

# NAMCO MUSEUM

Finally, retirees have their own game

Well, Namco, for some unknown reason, have yet to bring out a single decent game to our beloved N64. We all know that Namco are the developers of many arcade hits and titles on the crapstation. Some of these include the recently dreadful Ridge Racer, the yawn inducing Tekken series and okay-ish Soul Calibur games. For these reasons, we have never been too concerned about their presence on our system. This is all to change though, for Namco will grace our machine with six outdated games, all packed onto a single cartridge. The managing director of Namco had wandered into the Namco headquarters attic one day to look for a pair of bowling shoes. Lo and behold, he discovered a few moth-eaten games of the company's past. After a small light bulb lit up inside his head, he decided to use these dust-covered games to make some extra cash. Thus, Namco have announced that their first true N64 game will be aptly titled, Namco Museum and



State-of-the-art arcade hardware

will hold six rickety games of yesteryear.

These games include the yellow munching Pac Man, the super sexy Ms. Pac Man, Dig Dug, Galaga, Galaxian and Pole Position (yippeel). Anybody old enough to remember these games probably has arthritis by now but they can at least look at the title screen and drool.



Pac Man - the inspiration for all those crappy happy face t-shirts

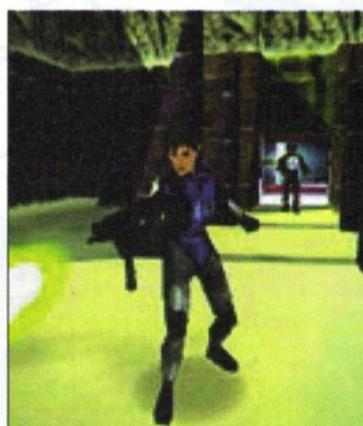
# DAMN YOU RARE!



Joanna goes for some back alley action

We won't be playing Perfect Dark this Christmas

Like a kick to the goolies for every gamer in Nintendo land, Rare have decided to hold back Perfect Dark until April 2000. After a few complaints of the game's choppy frame rates, Rare will NOT be satisfied until they bring their long awaited first-person shooter up to scratch and as smooth as a baby's backside. Rare also want to spend more time implementing the full use of the 4 Meg Expansion Pak and making the best use of lighting effects possible. Until then, we're



Grrr baby - shagadelic

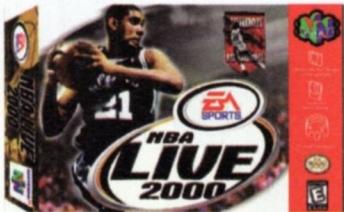
going to have to be happy with some of their upcoming games such as Jet Force Gemini and DK64. Doh!

# JORDAN'S BACK!

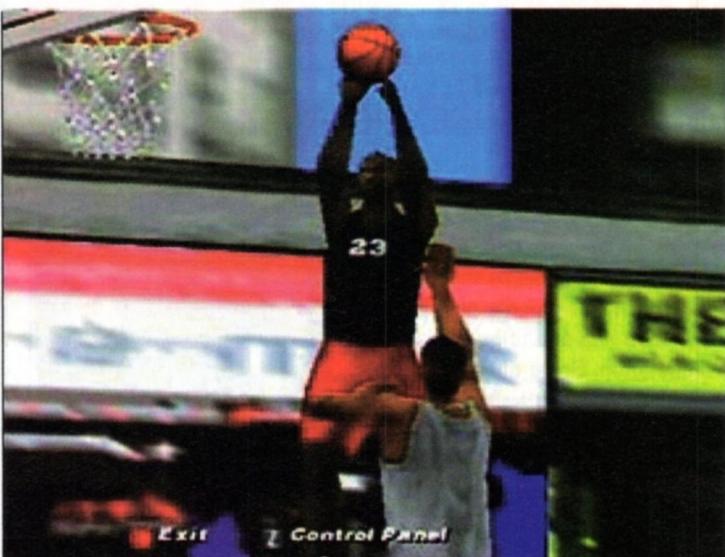
**EA have made dreams come true**

Apparently, the news that Michael Jordan will finally return to videogames is BIG news, but really, it's more of a case of, BIG deal! Anyway, NBA Live 2000 will feature Mr. Jordan.

The basketball-dribbling hero will not be accessible at first, but must be unlocked by playing him in a one on one game. Once he is unlocked, you can place him on your team or



use him in a one-on-one game (yawn). Apparently Michael Jordan won't be that easy to beat, as he will dribble, bounce, skip and prance his way about you like a madman. And, a big 'sucked in' to PlayStation owners who will miss out on Michael Jordan, as he is appearing on the N64 exclusive-



*I hate it when you pick me up by the nuts*

ly (how exciting). Any upcoming news on this terribly exciting (yawn) feature of NBA Live 2000 will be sniffed out by your faithful

N64 Gamer journalists, who are, as we speak, jet-setting around the globe in search of worthy news.

## Smurf-a-rific

**The blue boys have hit the N64**

Let us rejoice! Smurfs are on their way to the N64. The spy we planted in the Infogrames headquarters some years ago has finally paid off. We have learned recently that a Smurf game has been in production for some time now and should be ready soon. The title, which we're guessing is going to be called some-

thing fancy like Smurfs 64, is being aimed at the older gamers. The reason for this is unknown but Infogrames is claiming that the N64 is perfect for their little blue midgets. Expect to see all your favourites like Papa, Brainy, Vanity, Jokey, Stupid and Spanky Smurf! We can't Smurf for this one!



# KING OF THE JUNGLE

## Go bananas over the new N64

Knowing that Donkey Kong 64 will sell quicker than a bunch of bananas in a cage full of monkeys, Nintendo have announced a limited edition N64 package in honour of



their flea-bitten mascot. The package includes an expansion pack (needed to play DK64) and a DK64 cartridge coloured in a bright Pikachu, er, banana yellow. Not only that, but the console and control pad will be made of a groovy see-through green plastic, to give you that authentic jungle feel.



Expect hordes of Nintendo freaks to stampede shops Australia-wide for this deal, as the price of the package will be as cheap as bananas.

LEFT: Rare's Jet Pac is hidden in the DK

## Ready 2 Sequel?

### More boxing action from Midway

Yet another sequel in the process before the original has appeared on the N64. Ready 2 Rumble, the first boxing bash to hit our console should be available soon. But, before we get to play it, a sequel is already well under way.

This is quite strange seeing that developers will usually wait and see how their first game rates in sales before deciding on a sequel (for instance, we can be quite sure that Superman 64 won't get a sequel). On top of all this, another title that is a spin off from Ready 2 Rumble is Ready 2 Wrestle (boy, the N64 needs another wrestling game like Rupert Murdoch needs some more cash).

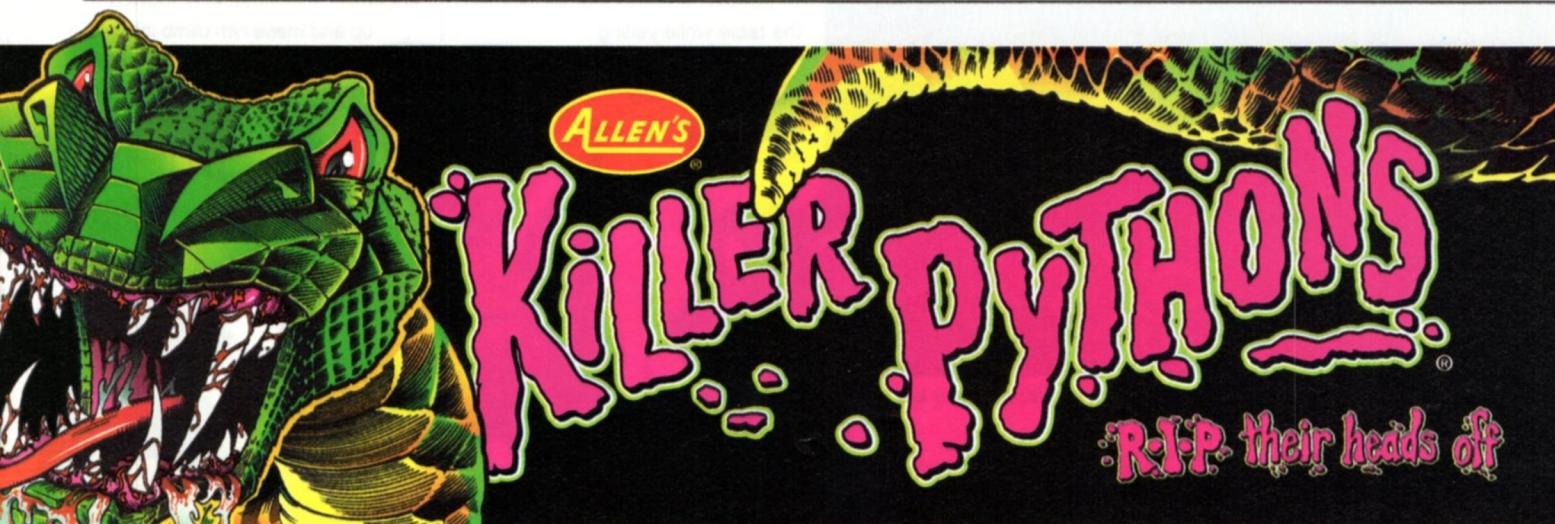
However, from what we've seen, Ready 2 Rumble is quite good and any other similar games can only be good things for gamers.



Here is a list of the most important games scheduled for release over the next five months.

Please remember to use these releases as a guide only, because most dates change many times before the final release.

TITLE	GENRE
NOVEMBER	
Jet Force Gemini	Shooter
Roadsters	Racing
Worms: Armageddon	Strategy
Harrier 2001	Simulation
Gex 3	Platform
Winback	Shooter
Knockout Kings	Boxing
Vigilante 8: Second Offence	Action
Road Rash	Racing
NASCAR 2000	Racing
Hot Wheels	Racing
DECEMBER	
Donkey Kong 64	Platform
Turok: Rage Wars	Shooter
40 Winks	Platform
Xena: Warrior Princess	Fighting
StarCraft	Strategy
Lego Racers	Racing
Ready 2 Rumble	Boxing
Rocket	Platform
Rainbow 6	Shooter
Top Gear Rally 2	Racing
Earthworm Jim 3D	Platform
Resident Evil 2	Shooter
Armorines	December
NBA Showtime: NBA on NBC	Basketball
JANUARY	
South Park Rally	Racing
A Bug's Life	Platform
Chef's Luv Shack	Puzzle
Top Gear Hyperbike	Racing
Mini Racers	Racing
Riga	Action
Nuclear Strike	Action
Test Drive Rally	Racing
Tax Express	Platform
Eternal Darkness	Adventure
Hercules: The Legendary Journeys	Action
FEBRUARY	
X-Men	Fighting
Earthbound 64 (Mother 3)	RPG
Pokemon Stadium	Simulation
Young Olympians	Action
Tarzan	Action
Spiderman	Platform
Frogger 2	Platform
Duck Dodgers	Action
MARCH	
Turok 3	Shooter
South Park 2	Action
Power Rangers	Action
Daikatana	Action

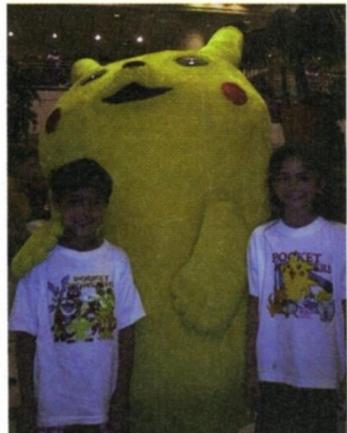


# MEW UNCOVERED



Pikachu rounds up another bunch of victims eager for a good slapping

## Secret Pokemon discovered in shopping mall



ABOVE LEFT: Fans get to meet their hero

Australian Pokemon Trainers have been getting jealous at reports from overseas, that Nintendo of Japan have been giving Mew, the secret Pokemon, away at various publicity events, like Space World. The only way to unlock Mew is to



ABOVE RIGHT: He doesn't look so tough

have Nintendo do it for you. During the September/October school holidays Pikachu and his buddies toured shopping malls across the country, giving out Mew to anyone with their Pokemon cartridge. On one day there was a kilometre long line for Mew, some people having lined up since 4 am.

The N64 Gamer Crew headed down to jump the queue, collect Mew and have a fight with Pikachu. Mew wasn't the only attraction of the day. Apart from the stand, which was giving away the free Pokemon, there was also a trading card game section. This area was roped off and reserved for the serious trainers who were not only skilled at the Game Boy version of the game but could also play the non-video game version. Arthur managed to annoy his opponents by constantly slamming his hand on the table while yelling "Snap" and telling them to "Go fish." We only managed to



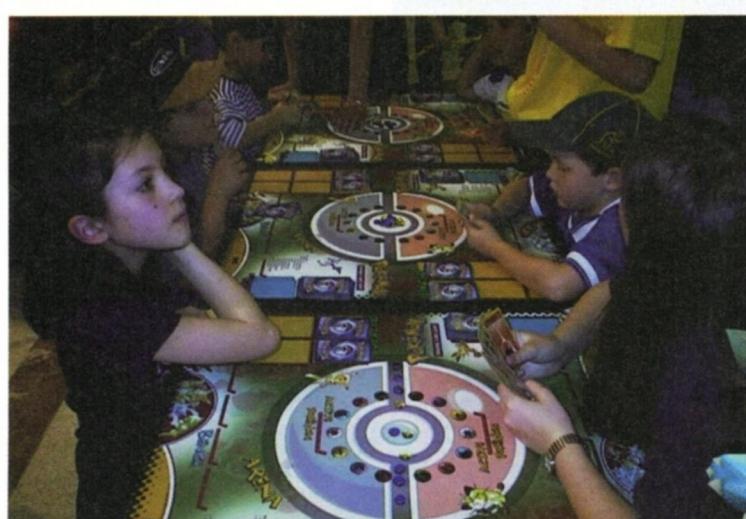
Troy and Pikachu kiss and make up



This is how we get all the mag's prizes

drag him away by promising to buy him a stuffed Jigglypuff toy.

After a painful wait, Pikachu arrived on centre stage to dance around in manner similar to a washed up soap star in a very hot amusement park costume and lead the thousands of pokefans in the theme song and Pokemon Rap. After an awe-inspiring performance Pikachu signed autographs and had his photo taken with hundreds of kids. We even caught Troy giving him a hug. That photo will be used for blackmail, later. After Ash showed up and made him climb into his pokeball we were thrown out by the security guards for having too much fun.



Pokemon: The Boring Game.. I mean board game. Some of the kids seemed to like it?



# 5+ STREET TALK 64

The N64 Gamer crew have finally mustered up enough energy to get off their backsides and take it to the streets. Here, we ask real gamers about hard-hitting issues that shape our ever-changing society. Arthur Adam uses his past training as a private investigator to interrogate the unsuspecting public using all the tricks in the book, including unnecessary violence.

## Corey, Age 8

Looking to buy a Yoda toy

Arthur: What's your favourite game?

Corey: I like Star Wars: Racer on the Nintendo.

Arthur: What's your high score?

Corey: I don't know, I just like racing. Sometimes I sit in my daddy's car and pretend I'm Anakin Skywalker.

Arthur: What type of car does he drive?

Corey: A total bomb. My mother took all his money when they divorced.

Arthur: Yeah, you gotta watch out for that. So who's your favourite writer on N64 Gamer?

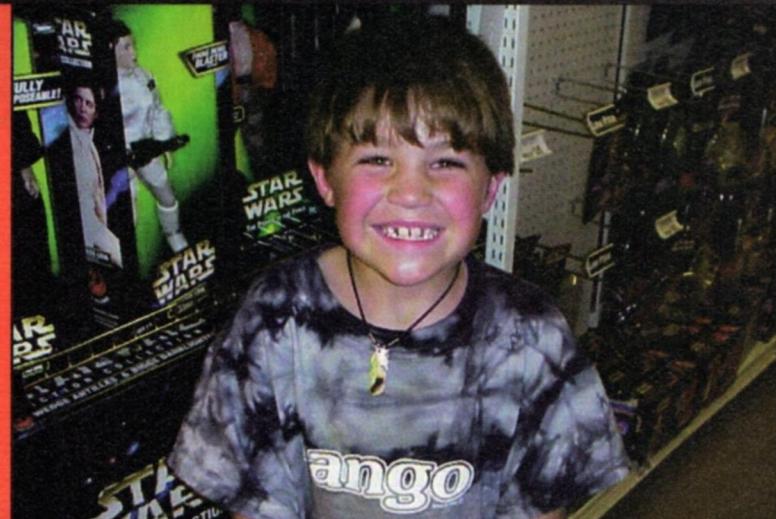
Corey: Nick O'Shea.

Arthur: Really? Why's that?

Corey: Because he's not afraid to show his feminine side.

Arthur: So, you're saying he's a bit of a girl?

Corey: Well, he does have breasts.



## Ben Peroulis, Age 8

Causing trouble in his homeboy gang

Arthur: So Ben, what are you doing here in this shop?

Ben: Just causing some trouble.

Arthur: What type of trouble?

Ben: We tried to set the security guard on fire before, but he chased us away.

Arthur: Shouldn't you be at school?

Ben: I burnt it down last week.

Arthur: Good lad.



## Leon Conoly, Age 10

Buying a copy of N64 Gamer

Arthur: Who's your favourite Nintendo character?

Leon: You have funny ears.

Arthur: Don't make me hurt you.

Leon: Okay. What do you want to know?

Arthur: What's your favourite game?

Leon: Your breath smells funny.

Arthur: Listen here you spoilt little tit...

Leon: Dad!



## Chris Robinson, Age 14

Covering public walls with graffiti

Arthur: Shouldn't you be at school today?

Chris: Yeah, but my friend burnt it down last week.

Arthur: Do you play videogames?

Chris: No, they rot your brain. I would rather do something constructive.

Arthur: Like?

Chris: Watching the Simpsons or doing some graffiti.

Arthur: You're an artist?

Chris: Yeah, sort of like how you're a bullshit artist.

Arthur: Er, thanks.



## Matthew, Age 10

Screaming "They must die!"

Arthur: Who's your favourite Pokemon?

Matthew: I like Bulbasaur because he can crush people's skulls.

Arthur: I don't think Bulbasaur would actually...

Matthew: And he can kill people with his poison gas that makes their skin bubble up and their heads to fall off.

Arthur: Pokemon are nice creatures though, that...

Matthew: And he can tear people's limbs apart with his sharp teeth...

Arthur: I have to go now.

## Stephanie, Age 11

Kicking Pokemon about K-Mart

Arthur: Do you like Pokemon then?

Stephanie: I like Jigglypuff.

Arthur: Is he your favourite?

Stephanie: No, he's the easiest to kick like a soccer ball.

Arthur: You like soccer?

Stephanie: No, but I'll kick you in the nuts if you don't get out of my way.

Arthur: Thanks for your time.

# movies movies movies

## Covering

movies in an N64 mag might be bending the rules but since there are so many great movies screening over this holiday period, we figured your old pals at N64 Gamer should recommend some for your viewing pleasure.



Check out the guy on the right. What's he doing with his left hand?

## ExistenZ

**The most realistic videogame ever**

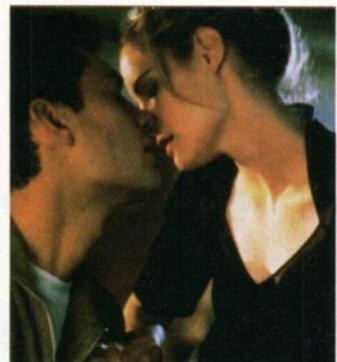
What better topic to base a movie on than a videogame, so realistic, that the players can't tell the difference between it and reality. Imagine a future in which videogames have replaced all other forms of entertainment (it's not very hard). No one actually plays real sports any more, everyone plays completely immersive games that feel just like reality, but they have the advantage of letting you do whatever you want. In this future you don't play

games by watching images on a TV screen; you have yourself fitted with a Bio Port and you literally plug yourself in. A Bio Port is a fleshy hole in your lower back that leads to a small connector that has been punched right into your spinal cord. To play the games, you plug a cord into the socket in your back and use your mind to navigate through the dreamlike world of the interactive games.

ExistenZ uses this futuristic games-based setting to deliver all the usual plot twists you expect from thrillers like this. Just who is the killer? Am I still in the game or is this reality? Although ExistenZ

is a fairly average movie, it's worth a watch because of the cool storyline about confusing videogames with reality.

- Narayan



Above you can see the four male virgins and the girls they're desperately trying to pork.

## American Pie

**Sit down and enjoy a slice of the good stuff**

American Pie is the latest in a long line of Hollywood recreations of high school life. We've seen a lot of important issues tackled in these sorts of movies.

Clueless explored the difficulties associated with being a popular

member of the Beverly Hills social elite and The Faculty delved into the common high school issues involved with alien parasites controlling teachers. Now it's time to tackle the really important problems facing four virgins desperately trying to get laid before their high school prom. Okay, so I lied. American Pie doesn't tackle any important issues, but what it does do is deliver plenty of amusing scenes. Troy, Arthur and I all headed off to see it recently and we laughed our arses off even harder than the time Nick's head got jammed between the elevator doors.

Most of the comedy comes from watching the different meth-

ods that the four students employ in an attempt to impress the girls. One member of the group joins the choir because he thinks the choir girls are an 'untapped resource'. Another member pays one of the girls he knows to spread gossip about what a great lover he is, and the main character tries a completely different approach by using his computer camera to broadcast images over the internet of the girl getting changed in his room. If you don't get the chance to catch American Pie at the movies, make sure you hire it on video because it is one of the most amusing comedies of the year.

- Narayan

I'm here, I'm Ed - and I'm off my head!



# TONIC TROUBLE

Meet Ed the Space Shaker.  
He's one sandwich short of a picnic.

[www.tonictrouble.com](http://www.tonictrouble.com)

Available on Nintendo 64, PC and DVD-Rom



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# Troy's Mailbag



We don't pay him any money and he doesn't have any friends, so please be kind and write in to him. Opening letters makes him feel special.

## Write To Troy:

If you have some questions about the world of Nintendo or just want to say something interesting; write in to N64 Gamer.

### TROY'S MAILBAG N64 Gamer

78 Renwick st,  
Redfern, NSW, 2016  
or email:  
N64gamer@next.com.au

So, step to it with your ideas and thoughts.



## Letter of the month

Winner of the letter of the month, Kerrie Lyons, pick up a Gamester N64 Pack (including a steering wheel, a game pad and a rumble/memory pack). Keep those letters coming!

### Concerned parent

I am the mother of a six-year-old boy who is really into anything Pokemon at the moment. He has the battle figures and the plush toys. He takes the Pokemon Strategy Guide to school and all his friends sit around pawing over it in their spare time. Most of the kids sit on the verandah at lunchtime and before school playing their red and blue versions on their Game Boy. So you can see how big it is at the moment.

My son has just spent all his pocket money on buying your magazine as it has Pikachu on the cover. We have also bought the past issues as they contain Banjo-Kazooie or any of the

Mario games or Silicon Valley.

The point I am trying to get across is that you have a very young group of children buying your magazine and reading ALL the articles. Every time he reads it he asks me the meaning of words that are not appropriate for that age group. I originally let him buy the magazine as the cover looked so professional, being called N64, and I felt assured that it would be OK for all age groups to read. After all, it is the articles and the games and strategies people are after, in fact it really makes me wonder about some of the people involved in the magazine, especially Mr. Bad Ass. Come on!!! Do you really think anyone would want to be spoken to like that and belittled just because of

their opinion on a game? That page in fact would not attract any females or anyone with the intelligence of a pea to write in! We're after the information on the games, remember? I don't really want my boy saying 'bad ass'. At that age they think that because it is in a magazine it is OK. Can you imagine the trouble they are getting in at school because of this?

It was nice to read the Pokemon Snap review written by Sharon. She reviewed the game in an intelligent way, which is what we're after.

If I still have your attention, I will let my son buy the next one and see if there is any more rubbish printed. You know you really should be editing the letters you get too. You don't have to print them if it is offensive. We will be looking at other magazines after the next one if it is still the same.

I suppose there is another way to do this and have two magazines;



one for the children's games and one for the older games. But I really think it needs to be written for all ages, as I like to read about new games too. After all I'm the one that buys them and helps out when a game is too hard.

Please do your bit in helping us parents out to bring up our children the right way.

Thank you for your time and I'd love to hear your comments. Yours sincerely

**Kerrie Lyons**, Dalkeith, WA

PS. You mentioned you obtained a code to play Banjo-Kazooie as Mario. I know my little boy would love to do this and his best friend. Could you let me know the secret? Thank you.



Shaving hamsters is great fun says, Mark Vener

#### Reply to the Letter of the month

I've lost count of the number of times that I've read this letter, staring blankly at the page, wondering what possessed you to send it in. There are multiple complaints, suggestions and, I believe, a sexist overture. Maybe I should start there. It may be coincidental but the only staff member who is singled out for praise is the only female writer who has been individually credited for her work. That is not, of course, sexist. Sharon does good work. But when this is coupled with your critique of *Bad Ass*, it becomes circumstantial evidence of your sexism. You believe that females and intelligent people would not read *Bad Ass*. Why has it been necessary to separate females from other "people"? Females are people, more than half of them, in fact. Do you believe that all females are inherently more intelligent or they are stupid but easily offended? Do you represent all females simply because you are female? That seems to be your implication. Judging from the feedback, *Bad Ass* is immensely popular amongst the readers. So much so that his section has quadrupled in size. You also want the letters to be edited. They do get edited. There is nothing printed that is offensive to most readers. Instead of getting upset at the content, perhaps it would be a good idea to think about why you have such delicate sensibilities. If *N64 Gamer* followed all of your ideas then it may be considered inoffensive, by you, but it would be such a sterile, boring magazine to both read and write. We are here to inform and entertain our readers about the *N64*. The humour is juvenile, specifically, because our readership is relatively young. As my grandmoth-

er said "Fart jokes! That's where the big money is!". She was a church goer.

If you consider the language to be inappropriate then lie to your son when he asks what the words mean. If you want him to be the last kid in school to know what a dildo is or where babies come from, cover his eyes and ears. I don't think that *N64 Gamer* is as important an issue in the destruction of morals and standards in our society that you seem to think it is. I don't think that it's necessary to help you raise your children in a vacuum. *N64 Gamer* has a very loyal readership because we give them what they want. We are not agents of evil. We just enjoy ourselves and I think you should too.

#### Weird Theory

After reading the letter of a brain-fried farmer who rated his games only on their graphics, it got me thinking. Thinking leads to headaches, headaches lead to slapping myself on the head with a fish and this leads me to shaving hamsters (but we'll talk about that later). Have you ever noticed that you are only aware of how great the graphics of a game are, for the first ten minutes that you play the game? Once you become enthralled in the game, the graphics become less important and you mainly concentrate on the mission or objective. A good example is *Turok 2*. Great 'knob spanking' graphics but when you're blastin' on some alien's ass or running to save your own, you're not really thinking "hey, the graphics are

awesome" but instead "let's get outta here!". Maybe while playing we are noticing these graphics and subconsciously creating realism in our mind. I wonder if this is considered by the game designers? So, does this mean that the graphics are not as good as we perceive and it's all just a mind trick? Does this make sense? Or did I just forget to wear my glasses and rub myself in lard? When can I get that operation where they fit a set of AV plugs into my head? Sign me up!

Mark Vener

I'll leave the 'perceptual reality versus objective reality' debate to the philosophy students, for now, although I agree, partly, with your view on graphics. After the initial "oh wow" reaction to graphics, it does become less important. *Turok 2* does have amazing visuals, especially in the hi-res mode but I prefer to play it in low-res with the higher frame rate. *Goldeneye* also suffers from a chuggy frame rate on some levels or with particular weapons. I wish that Rare had used the F-Zero X philosophy, of minimal backgrounds, to improve frame rates. Perhaps then, all levels would be able to be played with four players, instead of two or three.

#### N64 vs PlayStation

Your feature on the *N64* Vs the *PlayStation*... I mean *CrapStation* was dead on. That girly-man Kevin Cheung can keep his Play "with-himself" Station, because everyone knows it's a five-year-old anal probe with really crap graphics. Why did you people even let him (I

mean her) into your office? Why couldn't you beat the crap out of him and take pictures of it? Oh, I know this might be rude, but I think Nick O'Shea looks like a bit of a turd as well, so could you please smash him up and print the picture too? Your mag RULZ!

Derek Tolbert

No comment

#### Yo Ho Ho, Chaps

It's time to set the record straight. Over the last few months quite a few people have written into your mag and your sister mags, complaining that *Zelda 64* is too short. To prove this they played it seven hours a day for a week in which time they finished it, or something along those lines. Well HELLO!! Any idiot who nails themselves to their *Nintendo 64* all day, everyday could probably finish any game in a week. But that's not how the average human being works. Personally, I see my *N64* as a pleasant distraction when I am not busy living something that seems to allude a lot of these people: A LIFE.

Games are designed to be fun. Well, with the obvious exception of *Superman 64*. Somebody was obviously exposed to too much Kryptonite when coding that game. Anyway, if you play these games as a distraction, for fun and entertainment, rather than as a race against the clock, you won't be labelling *Zelda* as 'too short'.

Chris McKeon,



This picture was taken just after *Superman* saw his *N64* game

## MAIL BONDING

■ In the year 2023, Earth will be ruled by a species of super-intelligent apes and humans will be their slaves. You fools! You are not prepared! You will die! Die! DIE!!! (The subject bursts into a maniacal laughter before letting out a high pitched giggle and running around aimlessly in circles. He then wets himself and passes out.)

ALASTAIR CRAIG

■ I reckon that they should make more wrestling games because there just isn't enough out there.

BLAKE BURGESS

Troy: WWF Attitude, WWF Warzone, WCW vs NWO: World Tour, WCW Nitro, WCW vs. NWO Revenge, WWF Wrestlemania 2000, WCW Mayhem. You're absolutely right we need more wrestling games.

■ Will an expansion pak have any effect on Goldeneye? (please give a detailed answer)

TIM FARRELL

Troy: No. Want more details about the ways that it won't work?

■ Who is your favourite character in Xena: Warrior Princess?

DAVID POLO

Troy: Definitely the babeliscious Callisto. She's insane as well, which only adds to her appeal.

■ As Australians we should unite and give Tasmania to America. Mr. Pink (Reservoir Dogs)

■ For that knob that wrote to you in issue 19, I think his name was Cloud Strife, get a life spud head. Zelda took you 1 week to finish? Ever heard of sunlight?

RYAN

Troy: I agree that Cloud Strife was a tosser but "sunlight"? Just the thought of it gives me cold shivers.

■ What is with the N64 Gamer staff's obsession with German Scheizer movies?

JAMES WALDRON

■ Did you know that in Goldeneye, in Bunker 2, If you stand in front of Natalya, up close, she starts making "strange hip movements" I wonder what this could mean?

EDMOND TRAN

■ What is the definition of "male bonding"? Four guys playing Goldeneye.

PERI

■ Hi. I'd like two cheeseburgers and a coke.

PHANTOM SPOON

■ Do you want to hear a joke? The PSX 2 only has two controller ports!

MR. FLACID

■ I'm glad that Nintendo didn't stay with their original name for the next videogame console: "The Super Duper Nintendo".

EDMOND TRAN

Zelda is an excellent game which suffers from the same longevity problem of other excellent games, such as Super Mario 64 and Shadow Man. Once they are completed there is very little desire to go back to them. A year later you may wish to have another bash at it but you will not be able to play it every day, like Goldeneye, Mario Kart or WWF Attitude. It was long enough for most people and did keep them going for months. It is the best game, of its type, on N64. Most complaints are related to the limited replay value. To those people I'd just like to say "duh."

## To bot, or not to bot

When I saw early screen shots of the N64 with 4 controller ports, I almost creamed myself. Now, I am disappointed. When Rare announced the use of "bots", many gamers got excited by this "new" concept. For me, it brought back memories. Remember Mario Kart on the SNES? I read a nostalgic review and discovered it actually had a one player mode, and a two player versus mode. For the two years we had it (before buying an N64), my brother and I played nothing but the two player championship mode. We needed nothing else. I'd always kick ass, but that never stopped him from coming back. He had six "bots" to mingle with, even if I was ten laps ahead. And the one which looked like Toad always copped a caning. These days, it seems all games on the N64 are one player or four player. Take Wave Race (and nearly every other N64 game) for example. If you don't play the one player mode, you can only ever race on one track (why can't we access the championship races?).

With Mario Kart, it was always me and my brother. But for the first time, as scary as it was, he had to mingle with reality. And the two player versus modes? They are just that, two players. Who would want to race against one other vehicle when you're always getting badly beaten? Being the only other car on the track, you end up either driving backwards or unplugging the other player's controller. So please game designers, give us two player games with computer players. Never again force us to settle for the one player mode. Duke Nukem's two player co-op mode and bots was a good start. After all, who would have played Bomberman on the SNES if it only had two players?

## Game Nut

Mario Kart's advertising slogan could have been "bringing families together", as I spent months playing the two player mode with my cousin, James. I, of course, left him in my dust. Toad never copped a caning because I always selected him. I agree with all your points about two player games only featuring a "one on one versus" mode. It's difficult to convince James to play me in Goldeneye unless I promise to only use a Klobb against his RC-Pgo.

## Very Angry Letter

This entire letter is dedicated to all the brainless losers out there. Troy, as their leader, must pay close attention and publish this letter. In response to the letter in Issue 18 from K Watt; Why must we change our letter topics. What should we write about?

PlayStation Games? The Balkans War? Where Narayan's tattoo is really located? No! This is a Nintendo magazine. People write in about Nintendo. It's not a place for chatting away about all sorts of topics, like who won the footy last week or who ranks first in the Australian Croquet Tournament. It's for writing about things to do with Nintendo, asking things about Nintendo games and discussing what special experiences we have had with Nintendo games (I know what you're thinking... "special experiences with Nintendo



The SNES had bots!



Should N64 have a croquet game?

games"? The only person who has those "experiences" with Nintendo games is Narayan and his Goldeneye cartridge). Oh, and best of all, paying out Pikachu (Pikachu sux harder than Hugh).

Also from issue 18 is Matt, who likes to play Turok 2 more than Goldeneye. I shall dismiss your points as utter crap as I own twenty-six games and I spent the least amount of time playing Turok 2. Yep, I own Clayfighter 63 1/3 and Mario Party and I have played them much more than Turok 2, which I consider to be a huge disappointment, especially after reading the review. Goldeneye is light years ahead of Turok 2 which I now use as a frisbee, chopping board, spare brake pad, coffee mat, chew toy for my dog and a dartboard (I wrote teeny little numbers on it). And lastly, the Saddy, who loves Wario. Nintendo haven't made Wario their mascot because he is a fat piece of crap. Mario shouldn't be demoted at all. Sure he may get a tad boring, but his name on games guarantees sales, and besides, Mario is more likeable than Wario anyway. Although I do agree that Peach sux ass and is really getting on my nerves, as almost every Mario game is about rescuing the bitch! She should be cut out of the Mario games altogether to make room for new and interesting storylines. In conclusion, I'd have to say that it was a tough call but when it comes to

the biggest loser of issue #18; Saddy finishes third & Matt second. Let's here it for our number one loser! Whooooohoooooo!!!!!! Tee Montague.

*Relax, Dude. Don't get so stressed over little things. Learn to let them go. You'll feel much better.*

### Merry N64

Last Christmas I bought my son an N64. We waited with excitement for his Grandad to set it up. Well, from that day on we have not looked back. We live for our N64. We eat, sleep and breathe N64. We were not the only ones who got hooked. As soon as the shops opened after Christmas my Mum and Dad went out and got one. So when we all get together we talk about N64. The thing is, when my son, who is six, and my Mum and Dad, get together it is on-going about where they are up to, what game they are playing and, most of all, anything about Zelda (my son wants to change his name to Link). It doesn't stop there. Sometimes when I call my Mum and Dad they have the answering machine on so they don't have to stop the game, plus they are talking about getting another N64 for the bedroom so they can be in bed, with the electric blanket on during winter. To be quite honest, I don't think they know when it is day or night, or even what day it is. They are trying to teach my six month old girl how to play. This is all true so, I guess, you can never be too young or too old to play the wonderful N64.

Yours truly,

Diane Gregory

*I'm impressed. Three generations of N64 gamers. I think getting a second console for the bedroom is a bit excessive. Does your Dad realise that an N64 is actually very light and can be plugged in to a new television in only a few seconds? Buying new games, spare pads or memory paks would probably be a better investment*

### Golf or Grand Prix?

I am in a little bit of a crisis here and I need your expert guidance. I

am an absolute F-1 nut, and up until this point I've been looking forward to F-1 WGP2. But after reading the review (F1 WGP2) and reading the Mario Golf preview, I have started to think. In your expert opinion, am I better off waiting until Mario Golf and buying that instead? I already own F-1 WGP. Now to some other questions that have also been niggling me.

1. I am very interested in getting a subscription but one thing has held me back. If the Dolphin is introduced, while I'm under subscription, will I get the magazine featuring the Dolphin as its main console (Dolphin Gamer?) or will my subscription just cease to exist.  
 2. Will game consoles ever be as powerful as PC's?  
 3. Is there any hope left of a cricket game coming out on the N64?  
 4. Why do parent groups continue to complain about videogame violence? I mean, if you're going to go out and shoot somebody, you're going to do it anyway, regardless of whether you play violent videogames or not.  
 5. Why do Sega always insist on bringing their console out first? Nintendo (and to a lesser extent Sony) must at least have a few copies of the system each, and they must look at it and quite simply go, "Alright, all we have to do is double the power of this, make this a bit quicker and we have already kicked Sega out of the market".

6. What type of console mascot is a Hedgehog?

7. Are you guys friends with the Hyper Magazine crew?

Greg Holder

*I wouldn't buy golf or F1GP2 because they aren't favourite genres of mine. I'd prefer a platform, wrestling or shooter but my opinion isn't the same as everyone else's. It depends what sort of games you like.*

1. The longest subscription available is twelve months and N64 Gamer will definitely be around for at least another couple of years.

2. The Dreamcast is as powerful as a high-end PC, but PCs will generally be at the forefront of gaming technology because they are always being improved upon, whereas consoles only update every 4-5 years.

3. Probably, hopefully, not.

4. People like this are stupid people with no lives who have dedicated their pitiful existence to the perpetuation of the human race for their own selfish reasons but like to claim that they did it for some other, more noble, reason. They are little people with no real power who like to believe that they have some, so they band together in an effort to exert some communal muscle and force changes, which would be pointless, even if they were successful. Their lives are meaningless but they still refuse to accept any responsibility for their life choices and so in desperation, are trying to ruin other people's (ie videogames players) happier lives.

5. Someone has to go first. Would you prefer it if all companies waited to see what the competition did first? Nintendo does that and that is why it takes them so long to release new consoles.

6. Sonic kicks ass. His games may not be as good as Mario's but as far as character design goes, the blue hedgehog is much sexier than the plump plumber.

7. Nick, Arthur, Narayan and Hugh have all written for Hyper, so the answer is "yes".



The N64 has better graphics than the Dreamcast, well maybe not quite



# Bad Ass

>> He is a 250 pound mass of muscle who lives to conquer games. If you're stuck in a game or you want to cry about something, write in and you'll be sorted. The next person to send a glitch or cheat in will be pulped. Send mail to Bad Ass at the usual N64 Gamer address or email him at [badass@next.com.au](mailto:badass@next.com.au)

## This month's sad boy >>

### I want a black eye

**Q** First off, I'd like to say I am very serious. To all of the gamers, I'd like to say that this mag sux like crap. I sent in the Naboo Starfighter cheat for Rogue Squadron, and what does Bad Ass Hole do, that old (bleep) said he found it. Well, you bunch of (bleep) (not the readers, but the crew) my school has at least 824 out of 824 kids subscribing to your mag. All of them will abort their subscriptions to your mag if you don't send us one, yes, only one, copy of Pokemon Snap. If you do, we will subscribe next year as well. One phone call will start a chain reaction. I'm serious, believe me. Or else...

No name supplied

>> Mr. Ass

And which school might that be? A school that caters for defective brains? The difference between your Naboo Fighter cheat and mine is that I worked it out 'booty' style. Hugh and I worked it out ourselves, whereas you, my dopey pig-bodied friend, found it on the internet. I received three thousand letters on the cheat, but you have been the only spoilt little tit that has written in with your pointless gibberish.

You want a copy of Pokemon Snap? I can't give you one, but if you come down to the office I'll give you a shining black eye instead. Fool.



## Skulltulas Galore

**Q** We found a way to get 100 skulltulas easy in Zelda. When you leave Kakariko Village, look to your right and you will see a tree. Throw a bomb at it to reveal a grotto and then go down it. Kill the big skulltula, and the gold one. Then, go back to the rainbow transport thing. Don't go in. Stand just before it. Now, send your boomerang to the skull token



and just as it is coming back to you; back flip onto the rainbow transport thing. You will have got the skulltula. You can go back and get it again. The only thing is, you have to be young link to do this trick.

Julia and Giselle

>> Mr. Ass

Why buy the game if you're going to cheat? You pair of festering monkey balls.

### Q Sneaky scientists

I've just been playing around on Goldeneye and I've noticed something strange. In Facility, in the back corridors, look up at the roof and you will see two openings in the ceiling. My question is: is this a part of a cheat or a code or something, because I've tried everything and nothing happens?

Nick Carson

>> Mr. Ass

I'm disgusted that people like you bring humiliation to the human race. If I stuck your brain on the end of a tooth-pick, I could sell it as a lolly pop. When Rare was making the game, they added this in, thinking it would be amusing to laugh at you fools as you scratched your pea-sized brains.



wrong with you, you no-talent bum. Are you some (bleep) psycho who likes giving people an inferiority complex? You think you're so hard? I'll kick your ass! Answer this; is there a cheat to use weapons in Flag Tag on Goldeneye?

James Sepansky

>> Mr. Ass

James, does it suck being you? I mean, really, I can understand the fact that you're getting sick of people pointing at your deformed head, but there's no need to mail me nude pictures of yourself. Hugh has offered to donate to you, free of charge, a knuckle sandwich for being so stupid. As for your lame question, start Flag Tag with Sniper Rifles as the weapon. Before you pick up the flag, change to the butt of the sniper rifle, then hold the Z button as you run over the flag. If you don't release it you'll be able to attack people while carrying the flag.

### Q I'm the king of idiots

Mr Ass is a 250 pound mass of (bleep), who lives to play with himself. Where the (bleep) do you get off insulting people who humbly ask for your much needed guidance, you (bleep). What the (bleep) is

# Basement

## BADASS' COMPETITIONS



### May the force be with you

Because we love you so much, we've decided to give away 4 copies of Rare's amazing new game, Jet Force Gemini. All you have to do to enter our competition is answer this cunning question:

*"How many characters can you play as?"*

Put your answers on the back of an envelope and send them in to:

**It's more than two comp**

N64 Gamer  
78 Renwick st  
Redfern, NSW,  
2016



### It's hot baby!

Electronic Arts have generously donated 4 copies of their enjoyable new racer, Hot Wheels. All you have to do to enter our competition is answer this simple question:

*"Why are the wheels hot?"*

The funniest response will win so get writing and put your answers on the back of an envelope

### Wink Wink

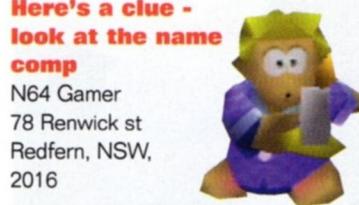
GT interactive have kindly supplied us with 6 copies of their excellent platformer, 40 winks. All you have to do to enter our competition is answer this simple question:

*"How many winks are there?"*

Put your answers on the back of an envelope and send them in to:

**Here's a clue - look at the name comp**

N64 Gamer  
78 Renwick st  
Redfern, NSW,  
2016



and send them in to:

**Damn I'm funny comp**

N64 Gamer  
78 Renwick st  
Redfern, NSW, 2016

*Please note that comps will run over 1 month from the magazine's date of sale. Winners will be published two issues after the comp has been announced.*

### WINNERS



### RC Re-volt

**James McGinty  
Vanessa Simmons  
Angelo Marinos  
James Larcombe  
Raymond Williams  
Terrance Winston**

### Mario Golf

**Rodney Piper  
Joel Pinter  
Simon Deans  
Alex Peters**

### Free Game

**Aryanza Bizar is the winner of our competition to draw Nintendo's Dolphin console. Unfortunately, the design was so radical we can't show it to you because it may cause blindness.**

**ALL COMPETITIONS CLOSE ON THE 10TH DECEMBER**

#@\*



# INSULT ME HARD

Every day I am inundated with piles of foolish letters mailed in to me by babbling imbeciles who appear to be affected by a sever case of a medical affliction known as 'Imacompletetosserism'. It is now time to have a good look at the various breeds of gamers out there in the real world and study their horrendously deformed features. So, if you think you're freakish enough to be included on this page, either email a picture of yourself to [badass@next.com.au](mailto:badass@next.com.au) or do it the old fashioned way and send a photo of yourself to:

## Insult me hard

Bad Ass  
N64 Gamer  
78 Renwick st  
Redfern,  
NSW, 2016



Jim's a modern day pirate. His pet parrot never leaves his shoulder and Jim sits in his shopping trolley, sailing about the neighbourhood looking for old ladies to impress with his pirate ship.



This pic was taken of Alex in his holding cell at the Balmain Mental Home. He sent this in with a note saying: "Just try and think of any insults for my studly face". I'm not too proud to admit defeat. What could I possibly come up with? This guy is too goodlooking.



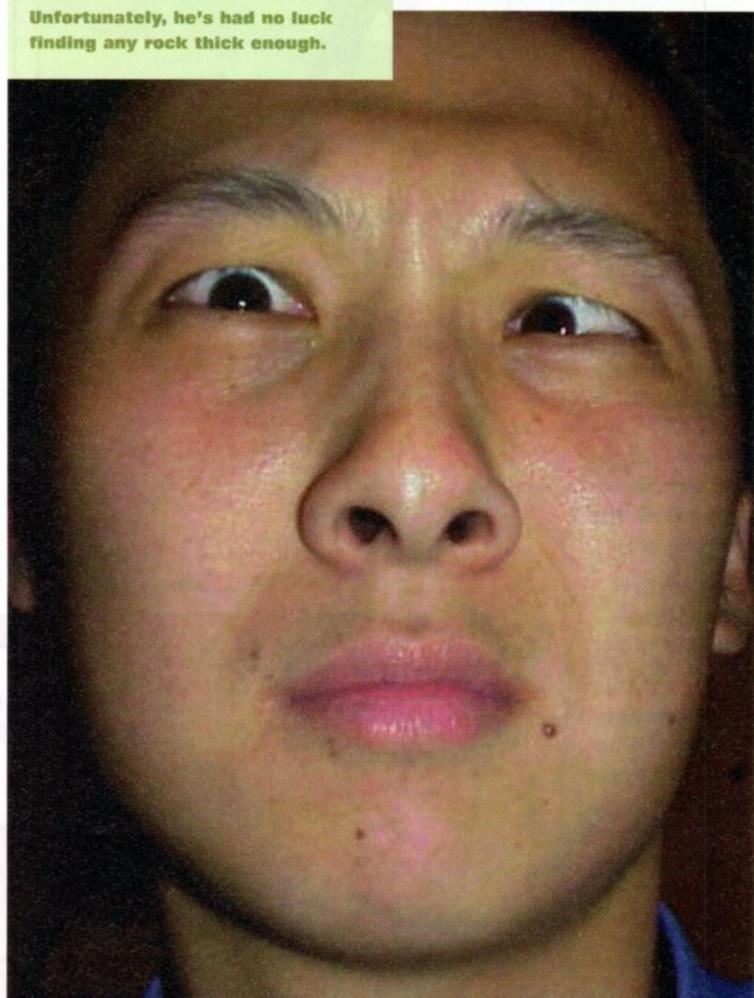
Monica's picture was taken just after she sat on her pet turtle. It was a sad way for the pet to go but luckily, even after three months, Monica says she can feel it kicking at night.



Billy reckons his ancestors lived on Easter Island and built giant statues of their heads. Billy plans on returning to the island to build one of his own head. Unfortunately, he's had no luck finding any rock thick enough.



The attached letter informed me that Andrew is a toilet cleaner, who enjoys using his tongue to clean the bowls. Unfortunately, he told us that he's been unable to work for two weeks due to this bizarre tongue infection he's developed. "I just don't understand how this happened", he said. I think I'll let this guy off without an insult, because he's obviously too stupid to read.



Nelson tells me that his right eye points at a funny angle ever since he picked his nose too hard. "I felt something soft and mushy," Nelson says; "I must have touched my brain."



Send all entries to:

### Time Comps

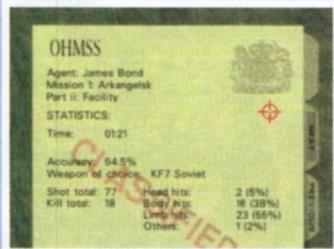
### Bad Ass

### N64 Gamer

### 78 Renwick st

Redfern, NSW, 2016

My pet monkey, Hugh has been bugging me for ages about having his very own page. Hugh reckons that since he went to university, he deserves a spot in the mag. Anyway, I gave the editor a black eye and managed to get a High Score section. Hugh wants proof of your lame game times, so either record the times on a videotape or photograph the screen. Don't bother trying to use cheats because I can sniff them out quicker than a fart in a car and I'll send Hugh around with his pliers to teach you some manners. We'll be changing the games and courses used for the challenges every few months, so write in with the games you want to see featured and if I'm in a really good mood I'll think about cutting you sniveling snots a break. Oh, and I'll let Hugh pick the best score each month and give them a free game.



### Goldeneye 007

Let's see how tough you crybabies are in Goldeneye. I want to see some fast times you wimps!

### Fastest 'Agent' Times

#### Facility

1	00:01:11	Cameron Stiles
2	00:01:16	Robert McAdam

# Hugh's High Scores

3	00:01:16	Richard Blazquez
4	00:01:18	Sarah Tomas
5	00:01:22	Jennifer Simms

#### Control

1	00:05:13	Harry Martin
2	00:05:25	Fred Deans
3	00:06:03	Warren Admonson
4	00:06:22	Grant Gargil
5	00:06:35	Ben Dover

#### Aztec

Hugh's Pick ▾

1	00:05:06	Aaron Timms
2	00:05:32	James Erlington
3	00:05:49	John Pearson
4	00:06:35	Sasha Doon
5	00:07:01	Arthur Adam

#### Silo

1	00:03:01	Jennifer Irwin
2	00:03:20	Stuart Wills
3	00:03:33	John Maloy
4	00:03:42	Shannon Black
5	00:04:20	Scott Powick



### Mario Kart 64

Get off your fat, lazy butts and squeeze them into a go-kart - now, show me some rubber burnin' times. Tools.

#### Australian PAL Lap Times

##### Koopa Troopa Beach

1	00:01:28'	Mika Duntroon
2	00:01:31'	Erica Walters
3	00:01:32'	Yanis Coulous
4	00:01:35'	Robert Emanuel
5	00:01:39'	Steve Hall

##### Royal Raceway

1	02:06:88'	Luke Barret
2	02:06:97'	Peter Micos
3	02:07:22'	Fred Hollows
4	02:07:54'	Terry Reynolds
5	02:15:95'	Barry Humphries

#### Bowser's Castle

1	02:15:33'	Barge Matthews
2	02:16:12'	Dillan Gould
3	02:19:02'	Cameron Needheart
4	02:22:01'	Tony Snow
5	02:22:00'	Jimmy Green

#### Yoshi's Valley

1	01:55:45'	Josh Belmont
2	02:02:22'	Brandy Svening
3	02:05:12'	Dante Lee
4	02:07:11'	Jason Hicks
5	04:56:78'	Candy Ellis

3	1:48:714'	Cory McGinnis
4	1:48:353'	Vic Belbottom
5	1:49:654'	Mal Goolidor



### Wave Race 64

Seeing that most of you constantly wet your smelly pants, you should be able to get half-decent scores on Wave Race 64.

#### Australian PAL Lap Times

##### Ancient Lake

1	00:17:05	Ben Haley
2	00:17:06	Tristan Lambert
3	00:46:78	Danny Dunn
4	00:46:97	Richard Van Dorf
5	00:48:32	Randy Savage

##### Fossil Canyon

1	00:25:66	Tristan Lambert
2	00:32:37	Samuel Simpson
3	01:11:73	Adrian Stead
4	01:14:81	Craig Humphrey
5	01:16:32	Mike Exeter

##### Whale Bay

1	00:21:05	Tristan Lambert
2	00:24:05	Samuel Simpson
3	01:04:54	Hanzorf Mullins
4	01:04:64	Kenneth Doyle
5	01:04:87	Andrew Quarrie

##### Hot Top Volcano

1	00:26:05	Tristan Lambert
2	00:26:75	John Grahem
3	00:27:36	Samuel Simpson
4	01:25:65	Denis Woodrow
5	01:25:75	Peter Pinehoop

## Rocket: Robot On Wheels



Move over R2D2,  
here comes Rocket!

PUBLISHER: SUCKER PUNCH  
CATEGORY: PLATFORM

AVAILABLE: DECEMBER  
PLAYERS: 1



What happens when a milk-shake maker and unicycle fall in love and have a baby? For the answer, buy Rocket; a refreshingly unique title that puts a whole new spin on 3D platformers. Rocket the robot doesn't appear to be much of

a hero at all. For starters, he lacks anything resembling arms or legs, and to top that off, he rolls about on a single wheel. However, underneath this B-grade movie style droid is a clever little bucket of bolts. Rocket's going to have to finish this adventure using his brain (made of nuts and bolts and possibly a AA battery) rather than using brawn. He can manipulate objects using a tractor beam and must work his way through puzzles to gain access to new stages.

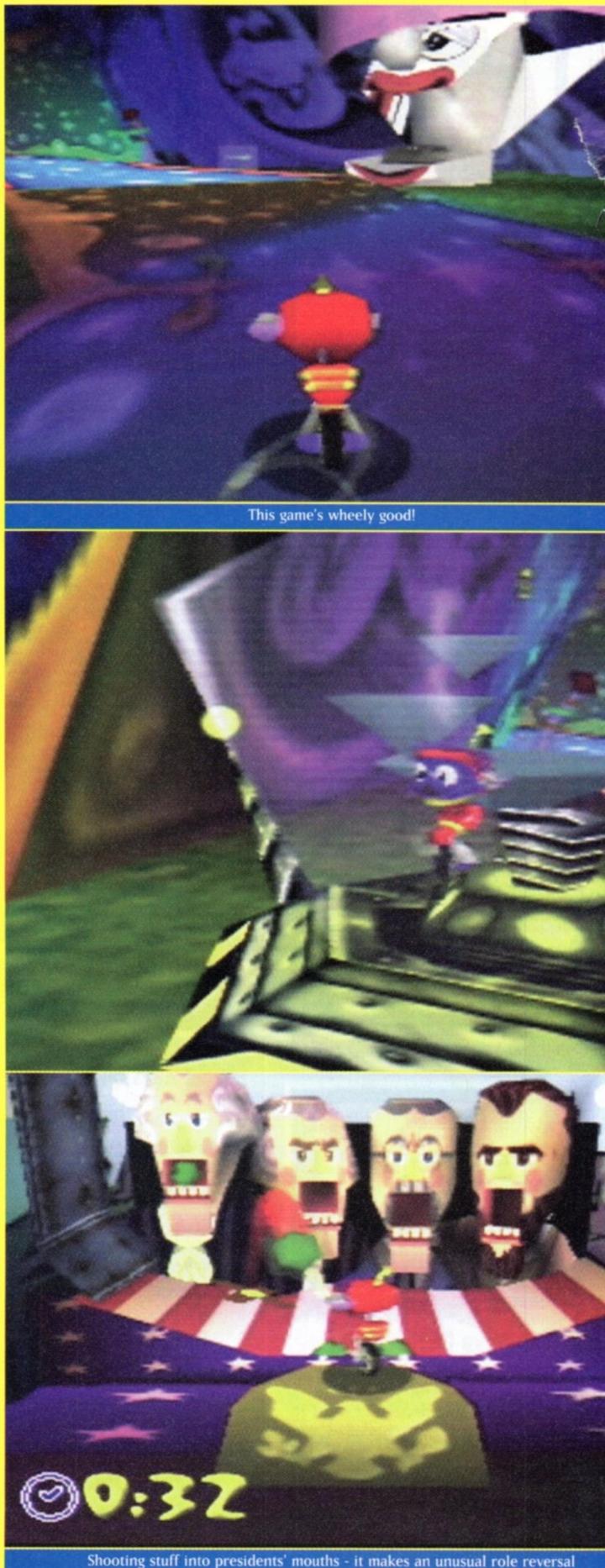
Having played Rocket thoroughly, it was evident that creators, Sucker Punch, have been brave enough to steer away from the mainstream ingredients used in platform games and successfully add their own style and gameplay. Although they've incorporated plenty of new concepts into the gameplay, they managed to retain the same simplistic enjoyment as other popular platformers. The mini-games in Rocket are some of the best seen in any platformer. At one stage I found a room with a host of mini-games. These included playing tic-tac-toe with a chicken, knocking over cats with rubber balls (abusing felines is always fun, eh?) and lobbing items into the mouths of former United States presidents (as hard as I tried, I couldn't find Monica Lewinski).

The physics in Rocket are quite amazing. Throw an item against a wall and it will bounce exactly in the manner that you would expect. Objects in the water bob about realistically, as do objects, such as large flowers, that Rocket jumps onto. Whilst scooting around a beach I found a hot-rod, which was in the shape of a hot dog (game designers are always such comedians). Anyway, I used this sausage on wheels to race against a sports vehicle I bumped into on the promenade. I can say that the physics engine for this race alone would knock the socks off most racing games on the N64. The whole game reeks of this type of fan-funking-tastic goodness!

The graphics in the game are nothing spectacular but are still polished and there are a few impressive sections to raise your eyebrows. Rocket will interact with clowns riding beach balls, chickens, talking vehicles, screws with eyes and more. These characters may sound strange, and they are. That's because Rocket's mission is save a futuristic amusement park from being overrun by two of the park's evil mascots. Rocket, who is a maintenance droid, is the amusement park's only hope. As well as his tractor beam, Rocket is armed with an array of spiffy moves and weapons to help him along the way. He can jump, execute a slam move, fire a freeze gun and use a grappling hook.

Rocket is a game definitely worth having a look at, as it's one of the most unique titles to hit the N64 since Blast Corps (remember, the game where you had to demolish cities to save them - I love that stuff). The game boasts the best physics engines on a console, is loaded with cool mini-games and is filled with more exploration and interaction than the last time I got busted coming through customs. What more could you spoilt gamers want? Well, maybe a blonde babe, nice car and a large stash of cash, but I'm talking about games here. This Christmas, everyone's going to be screaming I need some Rocket action!

- ARTHUR ADAM



Shooting stuff into presidents' mouths - it makes an unusual role reversal



The latest achievement in fog technology - it's blue!

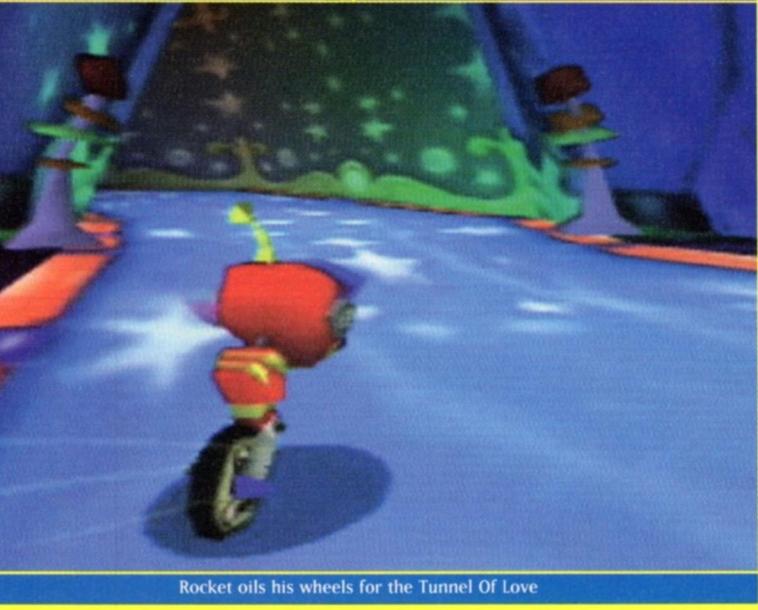


Hey there, Rocket. Would you like a boiled lolly?

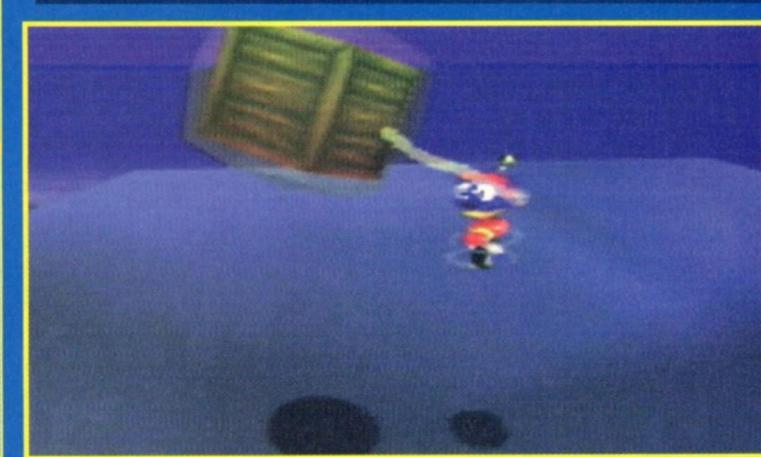


### *May the force be with you...*

Part of the uniqueness of Rocket: Robot On Wheels comes from our little hero himself. Sure, he lacks appendages but he has other means of getting things done. With a single tractor beam, Rocket can perform a multitude of maneuvers. He can pick up items and throw them, flip switches and capture enemies. If Rocket finds a bottomless pit (c'mon, all good platformers have bottomless pits) he can use his beam to swing across it like a monkey. If he could also do the Jedi mind trick, then the game would be perfect.



Rocket oils his wheels for the Tunnel Of Love



## Ready 2 Rumble

 A boxing game for the whole family to enjoy

PUBLISHER: MIDWAY AVAILABLE: DECEMBER  
CATEGORY: BOXING PLAYERS: 1 - 2

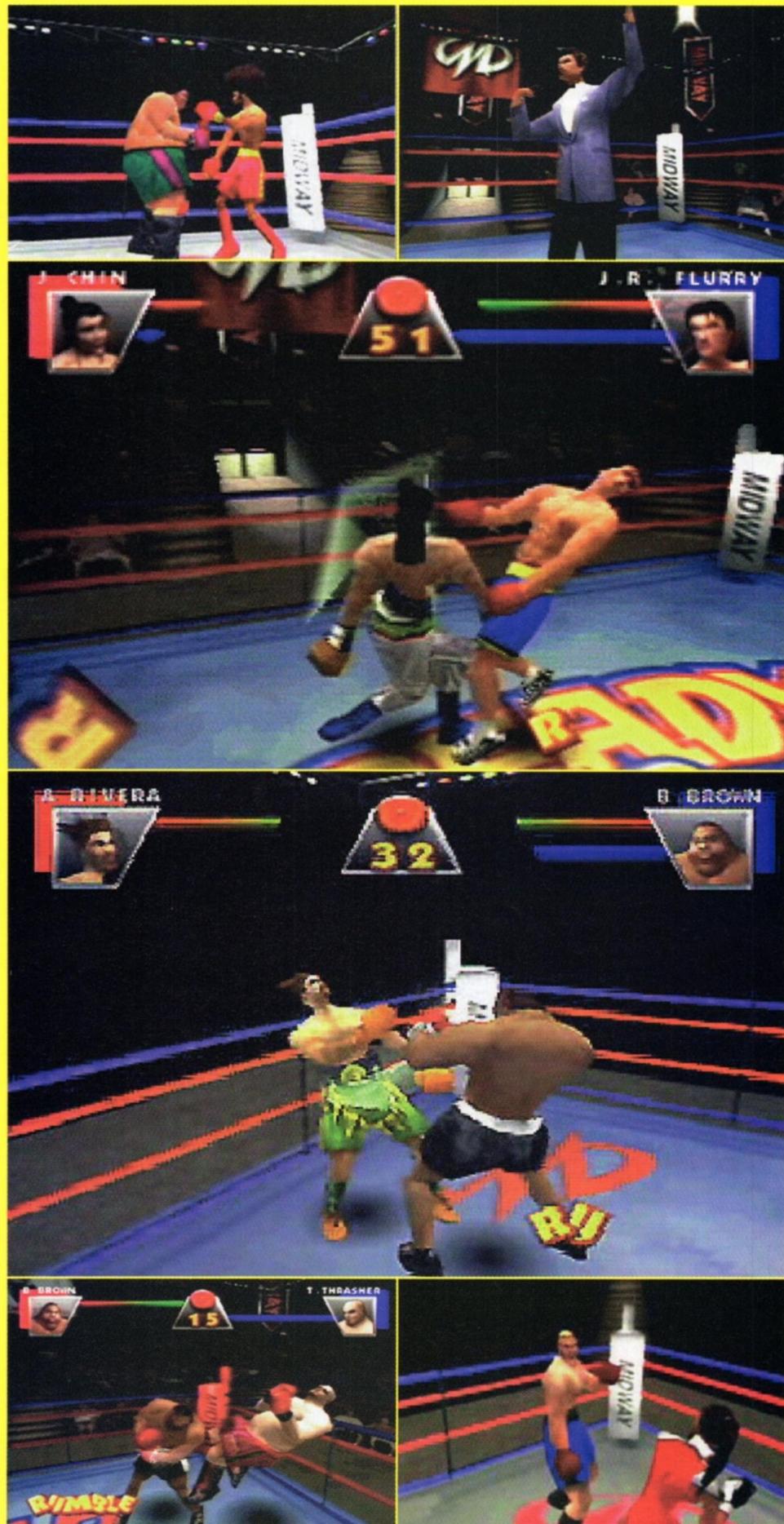
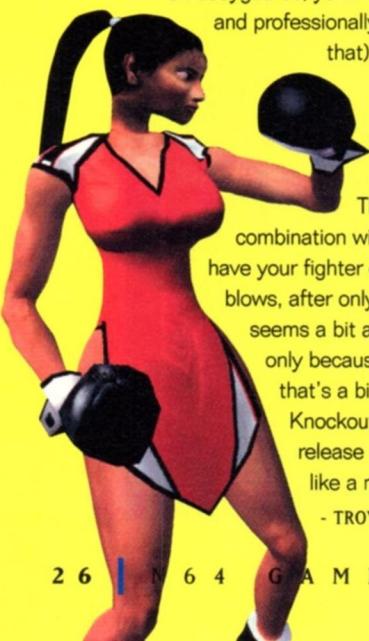
There are lots of sports out there in the real world. You know the place, away from your Nintendo. Some of them are new and called "extreme", some are lazy, like ten pin bowling. There is a sport for every type of person but I don't think there is any sport better than those which you watch - the spectator sport. The best of these are stationary, unlike rally driving, so that you can see all the action without straining your neck. Just sit back, eat your popcorn and watch the action. Boxing is one of these sports. It's the kind of thing that everyone likes to watch but no one wants to do. I'm not volunteering to go a round with Holyfield. This would all be different if the competitors were all clowns and you couldn't get hurt. While that's not entirely true of Ready 2 Rumble, there is enough of a comical atmosphere to make you laugh even if you are getting annihilated by a guy with a two foot afro haircut or a fellow so large that he would give Beefcake Cartman a run for his money, in the heft stakes.

There are some 2D fighting purists who believe that 3D polygonal characters are stale, boring and lack the life and style that 2D sprite characters are capable of conveying. This has been true, to a point, but Midway have tried their best to turn that assumption on its head by designing boxers who ooze individuality in their appearance, movement and fighting style. Thirteen characters are instantly selectable and run the gamut all the way from fat and slow to lanky and homeboyish. As is the standard, each character has been drawn to this pugilistic tournament for their own reasons. Isn't it strange how there is never a bored housewife character who decided to take up boxing to fill in her time while the kids were at school? What you have instead is a collection of ex-bodyguards, yokel hicks from the backwoods and professionally trained boxers (strange, that).

The control method requires a bit of the old co-ordination and quick reflexes to master.

The various C buttons, in combination with the analogue stick, will have your fighter delivering a flurry of blows, after only a bit of practice. If it seems a bit awkward, at first, that's only because it's a genre of game that's a bit different. Even though Knockout Kings is also due for release shortly, this game looks like a must-have.

- TROY GORMAN





## Rainbow 6

It's time to train yourselves up for war boys

PUBLISHER: JACK OF ALL GAMES AVAILABLE: DEC  
CATEGORY: 1ST PERSON SHOOTER PLAYERS: 1 - 4

Goldeneye has been the defining multiplayer experience on the N64. However, I really only enjoyed the License to Kill mode. It was fast frantic and realistic, in that players didn't run around shooting each other continuously with machine guns until the guy who hadn't picked up the body armour slumped to the ground.

Now the wait for a true strategic first person shooter has almost ended. Sapphire have nearly completed the N64 version of the PC smash "Tom Clancy's Rainbow Six". The game was successful on the PC as it provided a breath of fresh air from unrealistic shooters like Quake, Unreal and Half-Life. In those games, gamers simply went through the levels like madman blasting away with plenty of resistance to bullets. In Rainbow Six, one shot will render your character lifeless. Likewise, taking down an enemy is done with one or two good shots. A large amount of realism has been injected into this title and it also includes plenty of tension, as your character is just one bullet away from doom.

In the game you take the role of a member of covert team, Rainbow Six, assigned to pulling off difficult missions necessary for your country's security. Whether these missions are to infiltrate certain facilities around the globe, or assassinate bad guys, Rainbow Six makes sure that a level of strategy is incorporated into the gameplay, rather than just mindless shooting. Firstly, you get a choice of soldiers to assign to different jobs within each mission. These jobs may include, creating a distraction so other team members can get past undetected or just providing support for another team member. The good thing is that if the player you're controlling is taken down, you switch to control of another team member.

Probably the most exciting feature of the game is its smooth 2-player co-op mode, something that Perfect Dark doesn't look like delivering. With this gameplay innovation, it should be hard for fans of multiplayer shooting to resist this cart.

Currently the graphics in Rainbow Six are looking decidedly sexy, with the game favouring a smooth frame-rate over any super hi-res mode. Thankfully the developers realise that the frame-rate is more important than pretty graphics.

I'm predicting huge things for Rainbow Six. With the new strategy innovations it's pioneered, as well as a 2-player co-op mode and solid frame-rate, how can it fail? The game also has a large amount of missions. The game looks like it will contain enough gameplay to satisfy everyone. Considering that Perfect Dark has been ludicrously postponed until April 2000, I think Rainbow Six will be turning up in a lot of Christmas stockings this year.

- JAMES ELLIS

## StarCraft

 **Wage wars with your own alien armies**

PUBLISHER: NINTENDO      AVAILABLE: DEC  
CATEGORY: REAL TIME STRATEGY      PLAYERS: 1 – 2

StarCraft was the biggest selling PC game of 1998 and by the end of the year Blizzard Entertainment's RTS (real time strategy) classic will be upon the N64. To be developed by both Blizzard and Mass Media, publishers Nintendo have gained exclusive console rights for the game, with the aim of "strengthening the appeal of Nintendo 64 to older game players in the 18-plus demographic." Mmmm, the idea of Mario nuking Bowser with a uranium PU-36 explosive space modulator..... fantastic!

Set in a galaxy far, far away....well roughly 60,000 light years from earth, a race of marooned humans (the Terrans) must fight for survival against the invading alien forces of the Protoss and Zerg species. Each of the species has its strengths and weaknesses and distinct ways of building and organizing new forces with the Protoss considered technologically advanced, the Zerg predatory and human's the standard 'bit of everything' race. The aim is simple, use the natural resources to build-up your military might then crush the nearest alien in the most strategically efficient method your mind can devise.

However, its not all search and destroy. To strengthen the gameplay and lastability, players will be faced with a tough management regime. On top of all the killing, players will have to erect and defend structures, build and deploy weapons and vehicles, train troops, research new technologies and repair damaged structures.

StarCraft features 60 missions (including those especially designed for the multiplayer mode) and allow you to battle in space, on planetary surfaces and within installations. With the completion of each mission the plot will be unveiled further. However, if killing the game's enemies isn't satisfying enough for you, then why not invite a mate over and kill him?

In the version seen at E3 it was the graphics and controls that brought the most attention. The graphics in the beta version were a pale shade of its PC predecessor, with different units distinguished more by their voice than any visual recognition. This is something that Blizzard will no doubt address before its release and it will be of no surprise to see help from a RAM pak. The designers will also struggle to reduce all the functions of a keyboard and mouse into a controller, however, the use of the C-buttons as 'hotkeys', button combinations and the simple select attacker, then select attackee mechanism have enabled all the PC functions to be included.

- CHRIS STEAD





## Winback

► **It may not be Perfect Dark but it will keep us busy**

PUBLISHER: KOEI

AVAILABLE: NOV

CATEGORY: 3RD PERSON SHOOTER PLAYERS: 1 - 2

Wow, talk about a wave of cool games making their way onto the N64. Winback is one of them, and appears to be a cross between Goldeneye and the PlayStation's Metal Gear Solid. You step into the boots of Jean-Luc Cougar (Jean-Luc's Picard's sister) and are a special government operative in an anti-terrorist group called S.C.A.T. Unfortunately, a band of hippies, er, I mean terrorists, raid a government military site holding a devastating weapon capable of showering flowers, er, I mean flames, over major cities around the world.

From a third-person perspective, Jean-Luc gets to play around with a heavy armament of weapons, including shotguns, dildos, machine-guns, grenades and even a flame-thrower that will reduce enemies to a smouldering cinder of ash. Although action based, the game relies heavily on Goldeneye's style of sneaking about.

Of the 350 actions Jean-Luc can perform, some of the stealthier ones include slithering along the ground on your belly like a snake, ducking behind crates and slinking along with your back up against a wall. Many hippies, er, I mean enemies, will have to be disposed of without letting them see you. Trying to storm certain areas will prove fruitless, as you will have your body riddled with holes before you can aim your weapon.

Unfortunately we're going to have to put up with only a two-player deathmatch mode (welcome to the PlayStation's world). However, from what we've seen, the two-player mode has a slick frame rate and doesn't lose too much detail.

Each enemy has unique AI. Some will chase you and hide behind cover, while others will stand their ground protecting specified areas. Winback relies heavily on tactics, not the mindless action seen in other shooters.

The story will be strung together with lavish real-time cut-scenes, unraveling the plot as you go along. The cut-scenes and overall visuals of the game are detailed and smooth. This game shows so much promise that Nintendo themselves were impressed and have stepped in to help Koei tweak the controls and gameplay. Winback will have a similar targeting system to the one seen in Zelda, allowing you to lock onto enemies. If Koei can package all this tasty potential into a polished product then this will be one amazing game.

- ARTHUR ADAM

## Top Gear Rally 2

 The sequel to the N64's best rally car game

PUBLISHER: KEMCO AVAILABLE: DECEMBER  
CATEGORY: RACING PLAYERS: 1 – 4

The original Top Gear Rally came out early on and it's surprising that's it's taken so long for the sequel to eventuate. We've had Top Gear Overdrive and HyperBike is on the way but this is the actual sequel. It's done what all good sequels strive to do and, unfortunately, a lot of them miss. The concept and fun of the original has been maintained but the additional features listed are longer than my arm.

The arcadey bash and crash is gone, only to be replaced by an unbelievably realistic rally driving experience. There are so many parts that can be upgraded and repaired that I'd need four years of TAFE training to be able to explain it. If you drive recklessly, early on, you'll pay the price in snapped suspension and blown tyres, which slow down your winning time considerably. The aim is to race well (obviously) to gain corporate sponsors who will help you out with funding and to basically make the world a better place.

- TROY GORMAN



## NBA Showtime: NBA on NBC

 It's time to set that ball on fire

PUBLISHER: MIDWAY AVAILABLE: DECEMBER  
CATEGORY: BASKETBALL PLAYERS: 1 – 4

The lastest in the long (make that long, long) list of basketball games for the N64 is NBA Showtime: NBA on NBC. This is definitely a title for the short attention span, quick fix, fast reflexes, arcade action crowd. Taking up where NBA Jam left off, Showtime plans to include all the impossible moves that only gods and Michael Jordan can pull off. The "on NBC" part of the title refers to the American television channel. The whole game is presented as if you're watching it, at home on your lounge chair, with a pizza and coke, which is a pretty accurate portrayal except that you get to control the action. The game carries the NBA licence so real people and courts have been included. If you want to take a break from slam dunking and three pointers you can play dress ups in the Create-A-Player mode (this is your only opportunity to use MJ in this game).

- TROY GORMAN



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## Vigilante 8: Second Offence

 The classic 70's vehicles line up for the second attack

PUBLISHER: ACTIVISION      AVAILABLE: NOV  
CATEGORY: VEHICLE SHOOTER      PLAYERS: 1 - 4

It's time to pull on the flares, lace up the platform shoes and get ready to disco. The 70's style shoot 'em up is set to return to the N64. Vigilante 8 was originally a PlayStation title which was given a swift conversion to the Nintendo. While it was a fun game to play with some minor tweaking it could have been infinitely better. Activision have taken this on board and gone back to the original game tightening it up and adding new vehicles and power-ups. The end result is Second Offence which contains twelve different levels and over fifteen different vehicles to choose from. The most significant change is that the vehicles can now transform into hover crafts, that float six feet above the land or water, and mean snow machines, with skis out front and tank treads at the back. Power-ups are also accumulative, allowing your vehicle to go all the way from the boring standard to the super charged beast.

- TROY GORMAN



## Knockout Kings 2000

 Will Ready 2 Rumble K.O. this game?

PUBLISHER: EA SPORTS      AVAILABLE: NOV  
CATEGORY: BOXING      PLAYERS: 1 - 2

It never rains, it only ever pours when it comes to video game release schedules. Games developers all seem to copy each other, so similar games are released at the same time. While Ready 2 Rumble is a very different style to Knockout Kings, they are both boxing games.

KOK (keep it clean. It's just an acronym) has gone for a more realistic style of boxing, which includes licensing real fighters. The only real person in R2R was the announcer, Michael Buffer. Holyfield and Lewis make appearances, along with greats like Muhammad Ali. Individual entrances will be included and also a create-a-wrestler, um, boxer mode. Whether this will be as cool as WWF Attitude's, we will have to wait and see. The CPU opponents are initially very difficult but once you use the practice mode for a bit you should be ready to rumble, I mean, be the knockout king.

- TROY GORMAN



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**JOY  
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*This month the N64 Gamer crew discuss how their favourite WWF wrestlers have inspired them...*

**Michael "Bottom Line" Grieser** — WRITER

Stone Cold Steve Austin because he doesn't have to try to be cool. The other wrestlers need gimmicks to compensate for their lameness. Mankind has a smelly sock on his hand, Kane dresses like a gimp and The Undertaker has been to too many Marilyn Manson gigs. No-one has a chance of beating Stone Cold and that's the bottom line, cuz Stone Cold said so!

**Fave Games:** NFL Blitz 2000 & WWF Attitude

**Troy "Macho Man" Gorman** — DEPUTY EDITOR

Before you all whine about Randy Savage being part of the WCW, think back to the eighties when no-one had ever heard of The Rock, Hulk was the WWF Champion and Jesse Ventura was a commentator, not a senator. Savage is the greatest champion that the WWF will ever see. The rest are just pretenders. "Ooooo, yeah!"

**Fave Games:** WCW Mayhem, WWF Attitude & Goldeneye.

**James "The Rock" Ellis** — WRITER

Most readers of the mag already know my favourite wrestler. He goes under many guises: The Great One, The Peoples' Champ and so on. People may say that Stone Cold is the champ. BUT not for long. 'CAUSE IT DOESN'T MATTER WHAT YOU THINK! The Rock is gonna get a PlayStation, turn it on it's side and put it up your nose jabroni.. IF YOU SMELL WHAT THE ROCK IS COOKIN'! Or maybe catch what he's throwing... pick up what he's putting down?!?!?

**Fave Games:** WWF Attitude

**Alen 'Golden Boy' Trivuncevic** — WRITER

I've always admired Goldust. Look, I know he's tubby, a little bit of a girl and dresses in his mother's gear, but hey, it's given me courage to act like my natural self on weekends. Now I can sprinkle glitter dust over my banana-oiled body and wear my sister's clothes in peace.

**Fave Games:** Mortal 4 & NFL Blitz 2000

**Arthur 'Butt Slap' Adam** — SENIOR WRITER

Sable's a Playboy model. She may be weaker than Bill Gates but she scores a lot of victories because the other wrestlers let her win. C'mon, who wouldn't want their butt slapped around the ring by this blonde bombshell? She's a cool girl, but I'm getting sick of the way she keeps knocking on my door naked.

**Fave Games:** Gauntlet Legends, Jet Force Gemini & WCW Mayhem

**Nick "Buff Boy" O'Shea** — WRITER

Probably the most kick-ass wrestler in the WWF is the Undertaker; 7 feet of pure brawn coupled with his brother Kane, he leads the Ministry, making it a true force to be reckoned with. His tombstone pile-driver alone is enough to put anyone 6 feet under.

**Fave Games:** Gauntlet Legends & Jet Force Gemini.

**Sharon "Why bother?" Apple** — WRITER

I can't see the point of wrestling. Why bother wasting your time and energy rolling around on the floor with a guy when you can knock him out in seconds with a swift kick to the love spuds? It's always worked for me.

**Fave Games:** Jet Force Gemini & Rayman 2

**Narayan "Boss Man" Pattison** — EDITOR

I don't actually have a favourite wrestler. The way I see it, they're all just the grunts working for the Boss Man, Vince McMahon. Why bother doing the work when you can sit back and earn the money from other people's work. I say, exploit those sappy employees - yeah baby!

**Fave Games:** Jet Force Gemini & Goldeneye

Sharon

Michael

Alen

Arthur

Troy

James

Nick

Nick

Narayan

# The Reviews



Your ultimate source of unbiased reviews on all upcoming N64 games!

## Hot Game: Jet Force Gemini

Rare release their first game since Banjo-Kazooie - Hurrah!

It's hard to believe, given their status as Nintendo's greatest third party games producer, but Rare have not released a game for over a year. Their last hit being the bear-bird combo-spectacular. That's all set to change over the next few months with Donkey Kong 64 and Perfect Dark, but first we can keep our grubby hands busy with Jet Force Gemini. If you've never heard of it before, go and stand in the corner. Jet Force Gemini is the shooter-platform hybrid that has been in the works since, almost, the birth of the N64. It's undergone a facelift recently to make it "less cutesy" but the gameplay remains unchanged and, this is definitely a good thing. Controlling the

game's three characters as you run around this 'B-grade science fiction style' universe is a thoroughly enjoyable dose of blasting mayhem. Blow millions of alien scum-bags to a pixilated hell and save a whole race of teddy bears. What more could you want in a game? Rare's mastery ensures that this amazing shooter can be enjoyed by gamers of all skill levels and ages. Rare Rule! - Troy



### The review scores explained

#### 100%

The perfect game. This game has to have that magical combination of graphics, sound and gameplay that makes the perfect game.

#### 90% / 99%

An excellent game - well worth purchasing.

#### 80% / 89%

A good game - with only minor faults.

#### 70% / 79%

A average game - worth having a look at for fans.

#### 60% / 69%

An poor game - only for the die-hards.

#### 50% / 59%

This game sux - run away - quickly!

#### 40% / 49% and below

This game is an absolute dog. Never play this game ever. Don't even look at the box, as it may cause blindness.



#### LASTABILITY

This score gives you an indication of how long the game will last before you get bored of it.



#### GRAPHICS

A good score here means you can expect some amazing visuals.



#### SOUND

A game's music and sound effects can really enhance the experience.



#### GAMEPLAY

This is the crunch - if it isn't enjoyable to play, then what's the point?

## 36

### Jet Force Gemini

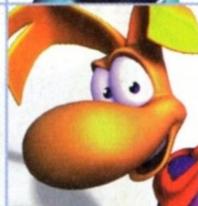
Rare's platformer shooter finally arrives



## 42

### Rayman 2: The Great Escape

The best cutesy platformer since Banjo-Kazooie



## 46

### Army Men: Sarge's Heroes

Virtual toy soldiers are on the rampage



## 54

### WCW Mayhem

The fourth game of the grappling series sets out to be the best



## 58

### 40 Winks

The first two player co-operative platformer for the N64



## 62

### Hot Wheels Turbo Racing

More toys make the video games transition to N64



## 64

### Road Rash

The classic beat'em up racer debuts in all its polygonal glory



## 66

### NASCAR 2000

The follow up to last year's stock car racer is set to do it all again



## 68

### Gex 3

The funky lizard is back for some more action



# JetForce Gemini

Rare's latest offering is unquestionably the best game we've seen all year; naturally Narayan grabbed it for himself

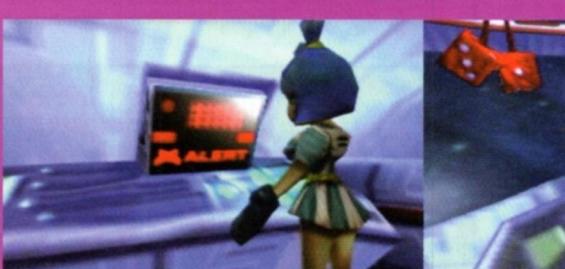


Juno's always had a problem with premature shooting

Is there anyone out there who can honestly say that they haven't dreamt of slapping on an armoured spacesuit, grabbing a high powered laser cannon and laying waste to untold numbers of drooling alien vermin? I know that I daydream about it at least two or three times a week and a movie based on the idea pops up every few months, so I don't think I'm the Lone Ranger. There are obviously a number of designers at Rare who feel the same way because Jet Force Gemini lets you indulge all of your science fiction fantasies. Pick up your laser cannon and get ready for war you feeble humans!

### Guns, guns, guns

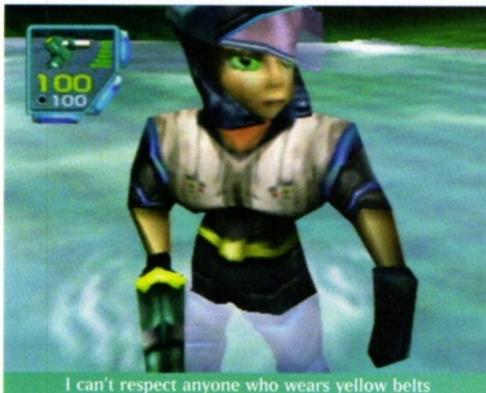
Naturally, you begin the game with a pretty pissy amount of firepower (your default gun is sort of like a laserised version of an air rifle). Don't soil yourself too quickly though, because pretty soon you'll find other weapons like the machine gun, the shotgun



Vela sees a warning pop up, telling them that if they don't...



Juno is left to fight off the fashion nazis while Vela and Lu...



I can't respect anyone who wears yellow belts

and these really cool grenades that split into multiple explosive devices. I even found a hidden weapon on the first level in the form of a box of fish food. When you equip this weapon your character hurls out menacing balls of savoury snacks. The aim of this weapon is to get the alien bugs to eat so much food that they get fat and die of heart attacks in their old age. Sure it's a cruel way to kill them, but this is war, Baby. Take no prisoners! Okay, I admit I've got no idea what the real point of the game's fish food is but the other weapons are very straight forward and satisfactorily effective. You'll have tremendous fun running up to an alien and letting a spray of machine gun bullets rip its body apart. Rare have even ensured that not only does alien blood splatter everywhere when your bullets hit them, but their body parts can also be blown apart. The icing on the cake is that you then run up and collect the alien's head for bonus points.



Some dodgy fashion decisions aside, Juno is a total bad ass alien-slapping man of war

#### Play it hard

All the skilled Goldeneye players out there may experience some momentary awkwardness as they familiarise themselves with the slightly different feel of Jet Force Gemini. The control stick is used to move your character in the four directions you would expect. However, hit the R button and all your Goldeneye skills will come in handy because the four C buttons now control your four running directions and the control stick moves your weapons crosshair around.

The best thing is that your character can still move around quite quickly in this 'aiming' mode. The easier enemies can be taken out effectively by using the auto-aim as you run around but you should switch to the 'aiming' style whenever you're confronted by multiple nasties. The 'aiming' style is essential for the sniper drones that you find nestled in amongst the trees in the distance.

There is also a lot of scenery in the game that can be used to your advantage. The first

#### IT'S TIME TO SAVE THE UNIVERSE

ni has obviously been inspired by B-grade science fiction games as you can see from the 'oh-so-original' storyline.



the fluffy dice they've got no hope of being cool enough for a sequel. They set off in search of some funkier accessories but alas, an explosion separates them.



make a dash for safety. The wardrobe of the 23rd century uses only electricity. Juno splatters the walls with a few shots from his rod, then gets funky himself.

**COMPUTER-GENERATED MOVIE STARS**

Aren't you sick of those boring games in which you only get to control one boring character? I know I am, dammit! I'm not going to take it any more. I think all lame mono-character games should be burnt and... wait up, that includes Goldeneye. Okay forget that idea. It's a pretty damn cool idea though.

**JUNO**

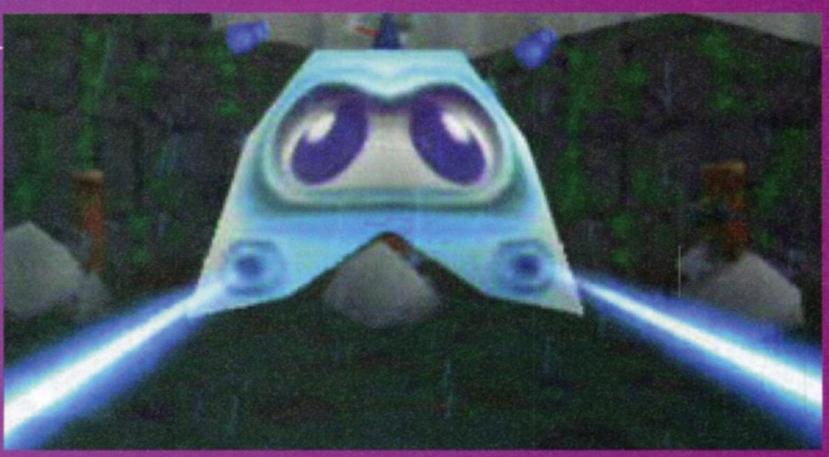
This guy is your all-round ballsy action hero. He may not have any amazing abilities, but he sure knows how to use that machine gun to splatter some alien arse. I don't know why he needs to wear that wimpy stack hat though. Is he afraid he'll trip over?

**VELA**

Although lacking her brother's ballsy attributes, Vela is a funky chick who takes no crap. Her special ability is that she can swim underwater. Where Juno is unable to get to underwater caves filled with goodies, Vela succeeds. Mind you, she'd be pretty lame as a super hero; Underwater Swimming Woman?

**LUPUS**

Unfortunately, I think the game's designers have watched one too many episodes of Lassie. Why else would they include the dynamic duo's pet dog as a character? Once we finished laughing at all of Arthur's bestiality jokes, we realised the Lopus is pretty cool. He has rocket powered paws so that he can fly for short distances and get to lots of new areas.

**BOT**

I'm not exactly sure what this robot is for because in the review copy I didn't unlock him. However, in an earlier version I played you started the game with him and he floated around you, taking the odd shot at enemies; he could also be controlled by a second player as a sort of co-op mode. Oh, and that's not his real name either.

level throws you onto a forest-covered planet. This is a good thing though, because there are plenty of rocks and trees that you can use the strafing feature to hide behind so that you can avoid storms of enemy fire, then pop out and air-condition them. Similarly, the huge spaceship on the second level offers plenty of metal crates that can be used.

While splattering the aliens is tremendous fun, Jet Force offers plenty of other objectives to complete. On each level, there are a number of the fluffy little natives (basically ewoks crossed with polar bears) scattered around the place. One of your primary objectives is to rescue as many of these teddy bears as possible. Some will be cleverly hidden amongst the trees around the edges of the levels. Others will be in plain sight, but they're difficult to successfully save due to the fact that the aliens are always trying to kill them and the ones out in the open have a tendency to get themselves shot to pieces.

Another thing you'll notice about the game's levels is that there are a number of doors and sections you will be confronted by that your character simply cannot pass. This is because the game has three different main characters, each with their own unique abilities. To add even more lastability to the game, you cannot choose



between the three characters at the start of the game and select the one with the funkiest cos-

tume. You begin with Juno (the guy) and you have to find your sister and pet dog later in the

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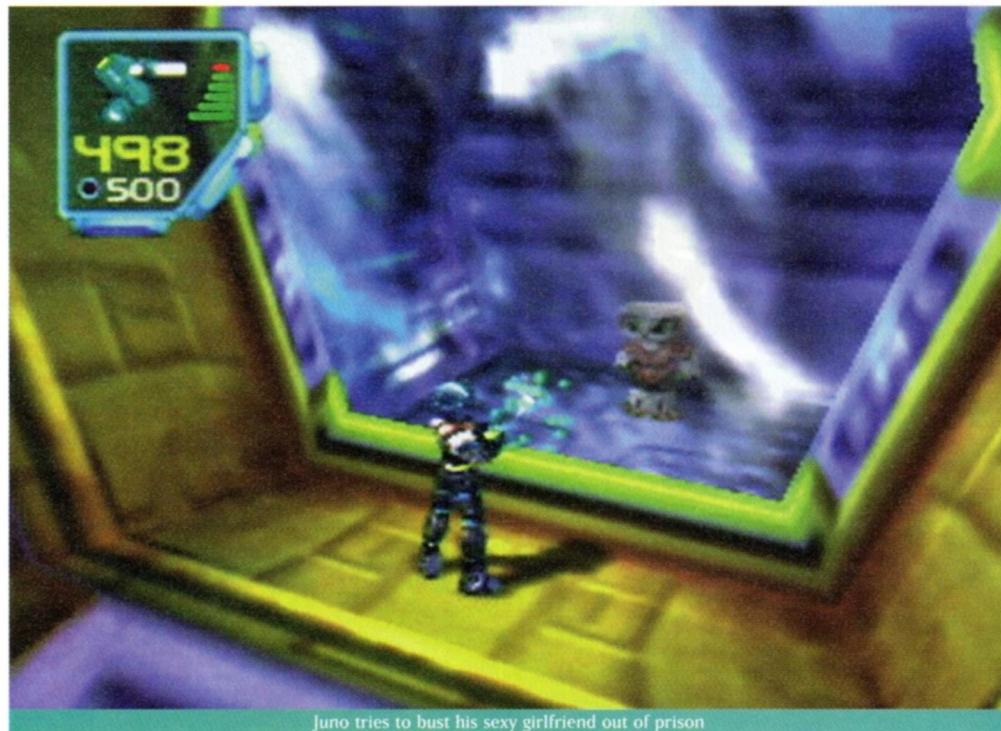
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Juno tries to bust his sexy girlfriend out of prison

game. If you're observant you'll notice your sister locked in one of the electronic cells on the spaceship. To free her you'll have to find all of

the forcefield generators scattered around the ship. The other two characters are not essential to the success of your mission. Therefore, their



After being quiet for a few years, the ewoks return



Don't you hate those really mucasy sneezes?

presence in the game is an added bonus that essentially means there are three different missions woven together in the Jet Force cart.

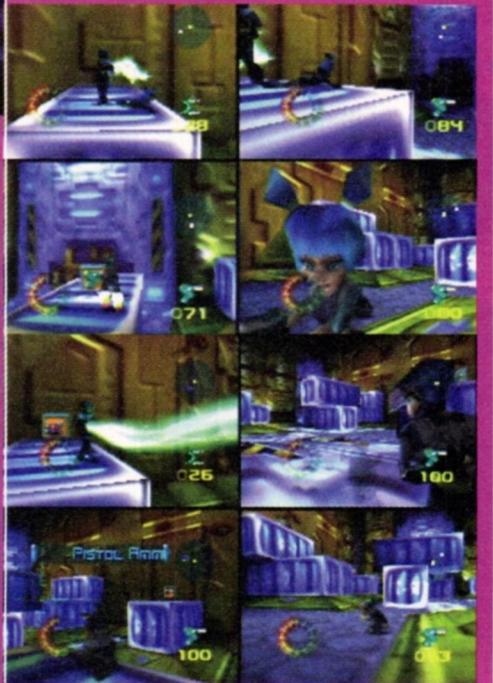
#### FOUR-WAY-ACTION

The multiplayer modes are of immense importance when it comes to the long-term appeal of a game. Sure, the single player game will keep you glued to the screen until you've beaten every level and unlocked every secret, but after that it's the multiplayer mode that will keep you going back. Unfortunately, although Jet Force Gemini's multiplayer modes are quite good, they're not a patch on the brilliance of Goldeneye. The problem comes from the 3rd person perspective. Having the camera sitting behind your character leads to lots of awkward moments whenever you're involved in a fire-fight with an opponent who is close to you. If someone's running behind you then it can be very difficult to get them out of your blindspot for a clear shot. Although, this is annoying, the



multiplayer action is still enjoyable and it's not like you should consider not buying the game because of it. On top of the regular deathmatch mode there are a number of bonus games. The first bonus mode is a shooting gallery style affair where you make your way around various envi-

ronments shooting the pop-up aliens and attempting not to shoot the teddy bears. The game also boasts at least one other bonus multiplayer game in the form of a Wipeout style racing game, which I was too crap to have unlocked at the time of writing.





If you look carefully you'll notice that's actually fish food



Juno splatters his load over another poor alien

### Monkey-Spanking Goodness!

I think Rare must have access to some secret colour palettes for the textures they use. I can't think of any other reason to explain how much more vibrant their textures look compared to any other developer. Most N64 games have a bit of a fuzzy washed-out look to them, but Jet Force Gemini literally jumps out at you.

The main characters are all brilliantly constructed so that they look seamless (you won't see any dodgy clipping problems here). Don't even ask me about the disappearing point because this game doesn't have one; no fog, no pop-up, nothing but glorious backgrounds. Another thing that you really notice about the game is that the environments are actually varied and interesting. So many 3D games that you see these days seem to be following a standard guide book: "Leave three meters, place another

### SECOND OPINION

The first part of the game which I played was the multiplayer section. This gave me a very bad idea of what the game was about. The deathmatches are very awkward to play, even in the first person mode. However, Jet Force Gemini is a third person adventure game with the multiplayer section simply added on. The single player game (with a limited co-op feature) is sensational. A lot of thought has gone into the 3D environments and the engine is flawless.

- Troy

round shrub. Leave another meter, then place a rock". Boring, boring, Boring! The levels in Jet Force Gemini are filled with the sorts of cool things you'd love to see on an alien planet; waterfalls crashing over cliff tops, sending up a thin mist at the bottom, with hundreds of fish swimming about at the bottom and maybe a couple of fairies dancing... (Get a hold of yourself, dude, you're freaking me out - Arthur). Um, yes, I'm speaking hypothetically of course. Anyway, the game looks hella cool!

### Mozart, listen and learn

The background music in Jet Force Gemini marks a new high for Rare's orchestral skill. All of the music tracks have a very cinematic quality that really increases the game's atmosphere and keeps your adrenaline juiced. You may also notice that some of the tunes are very reminiscent of the Starship Troopers' soundtrack. Not that this is a bad thing.

Considering how many chunky guns are featured in this game, it's important that the game boasts suitably meaty sound effects to match the hardware. As you'd expect, Rare succeed admirably in this regard. Your first laser pistol has a fairly subtle buzzing sound, but the machine gun really belts out the decibels and makes you feel suitable heroic.

### Get the game now!

This is normally the part of the review where I objectively weigh up the positive and negative points and recommend whether or not to part with your cash. With Jet Force Gemini I won't bother with such pointless evaluation. The game is absolutely brilliant. It has a great science fiction theme, meaty weapons that feel great, three different characters to spice the action up and a suitably tough and lengthy quest. No game so far this year has even come close to being the sort of essential purchase that this is. If you don't have any other way of getting the cash, get out there and sell yourself on the street. It's that good!

### THIRD OPINION

I can't enthuse enough about this game. If this game was a girl, she'd be the sort of babe you'd happily amputate your arm just to grovel next to. Unfortunately, only having one arm does make this review pretty painful, but Amanda's going to see the error of her ways and start talking to me soon... (Um, you remember that review thing you're supposed to be doing, Arthur? - Ed.) Oh yeah, Jet Force Gemini rocks harder than three metres of gaffer tape and a Gerbil.

- Arthur

### ALTERNATIVE ACTION

#### ARMY MEN: SARGE'S HEROES

There haven't really been any '3rd-person-shoot the crap out of anything that moves' games so far, but this month we have two. Obviously Army men is no Jet Force Gemini, but it's pretty damn good and if you've got money left over after buying Rare's shooter, grab a copy.



### THUMBS UP

- As usual, Rare's graphics are amazingly vibrant
- Brilliantly crafted playability and challenge make this a constant joy
- Staggering amount of secrets and extra paths will keep you busy

### THUMBS DOWN

- Multiplayer mode is not quite as playable as it could have been



PUBLISHER: NINTENDO

DEVELOPER: RARE

GENRE: 3D SHOOTER

RELEASE: NOVEMBER

PRICE: \$99.95

RATING: G

PLAYERS: 1 - 4

RUMBLE PACK SUPPORT: YES

SAVE GAME SUPPORT: MEM PAK

### LASTABILITY



### GRAPHICS



### SOUND



### GAMEPLAY



### OVERALL

**96%**

# Rayman 2: The Great Escape



Rayman boasts some of the most incredibly original environments ever created

## Arthur Adam surgically removes his limbs with a butter knife and prepares himself for Rayman

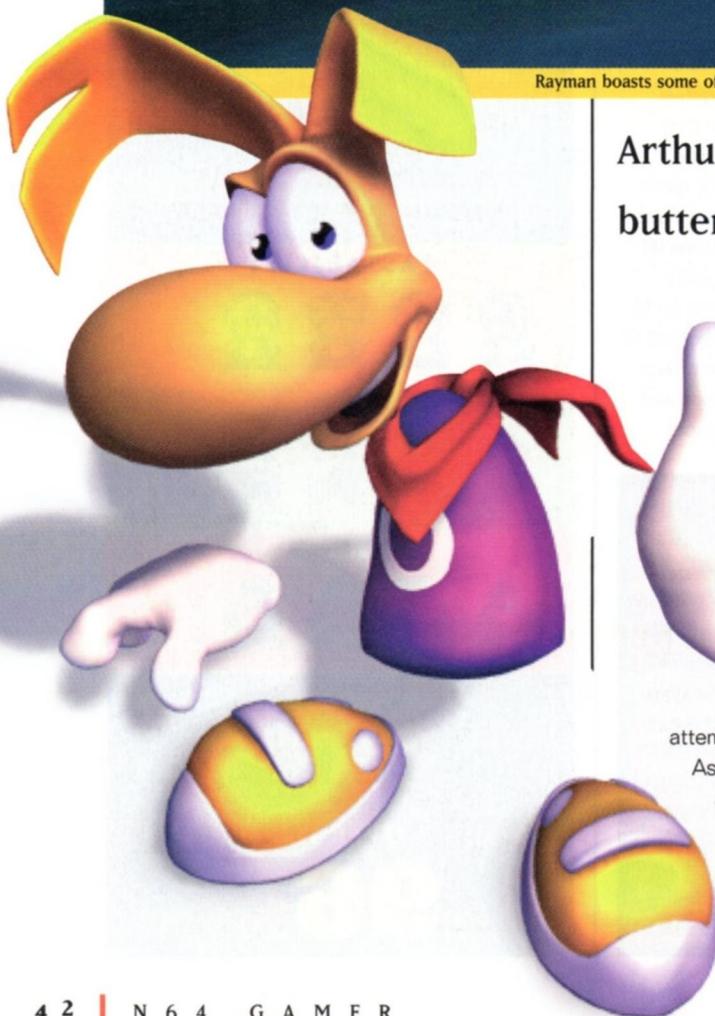
**D**ue to the fact that one of the N64's strong points is three-dimensional platformers, it's no surprise that our little black box is bombarded with truck-loads of examples of the genre every few months. Sadly, many of these games are slapped together in the attempt to get them to shop shelves quickly.

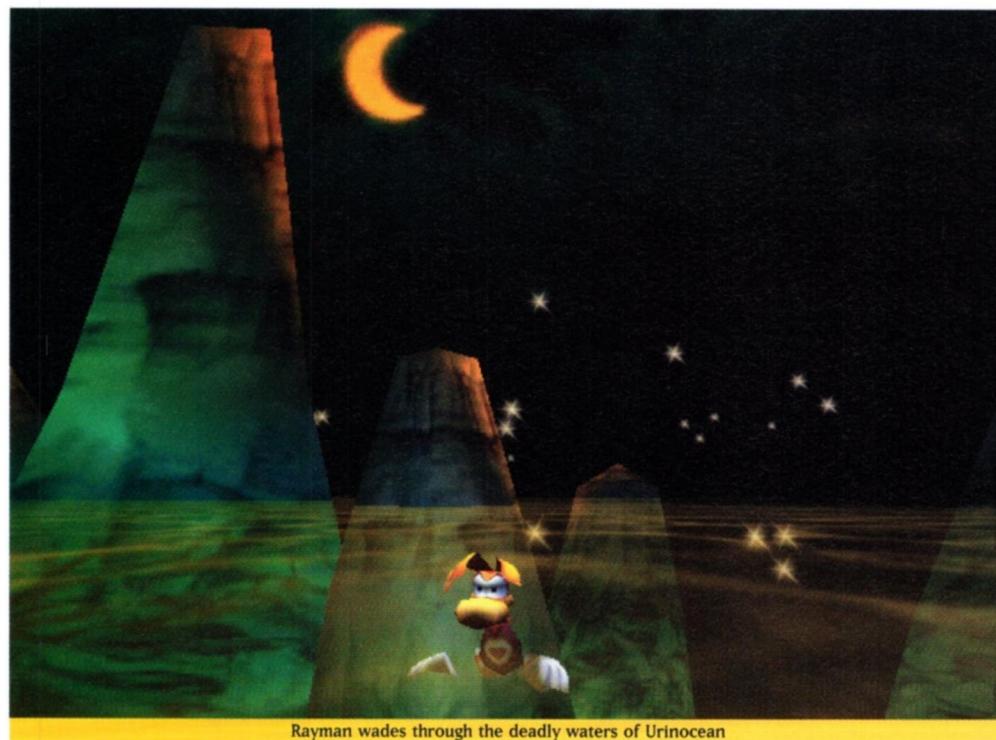
As a result, many of these games hold about as much appeal as lighting your nipples with a match while you're in a room with a gas leak, and you've doused yourself in gasoline, and... (alright, enough already, Arthur - Ed). Luckily for us though, Ubi Soft

have spent an excruciating amount of time, tweaking their title so that it is the closest thing you will find to Banjo-Kazooie and Mario 64. This is a ripper game and should have platforming fans around the world wetting themselves in excitement. Yes, I said wetting themselves, damn it!

### **What do you get when you cross a golden retriever with a smurf?**

Rayman is an extremely odd hero. For starters, he lacks limbs, which would usually effect any humanoid. You'd think they'd have a bit of trouble walking, picking up items or spanking the monkey. However, Rayman's deficiency in the appendage department allows him to perform more diverse maneuvers. Well, that's the excuse Ubi Soft supplies us with; and who are we to argue? Rayman, after all, was created by the French, and we all know that the French are quite bizarre and probably not from this planet anyway. I remember this one time I was abducted by a bunch of aliens for





Rayman wades through the deadly waters of Urinocean

some nasty anal probing and I swear I saw one of them wearing a beret. But I digress.

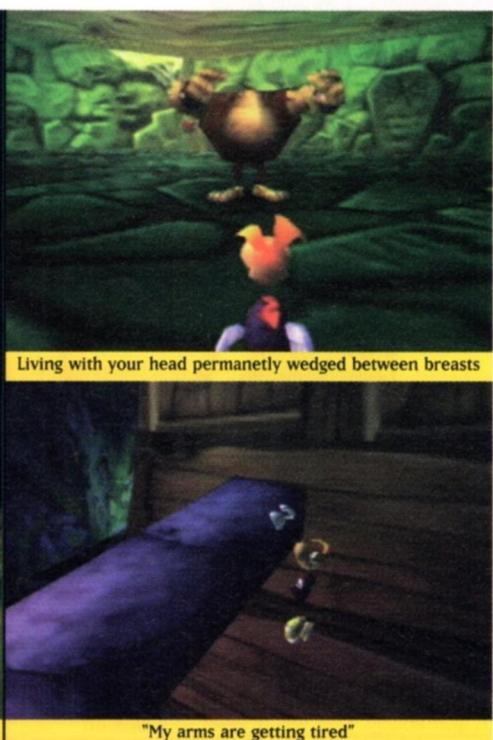
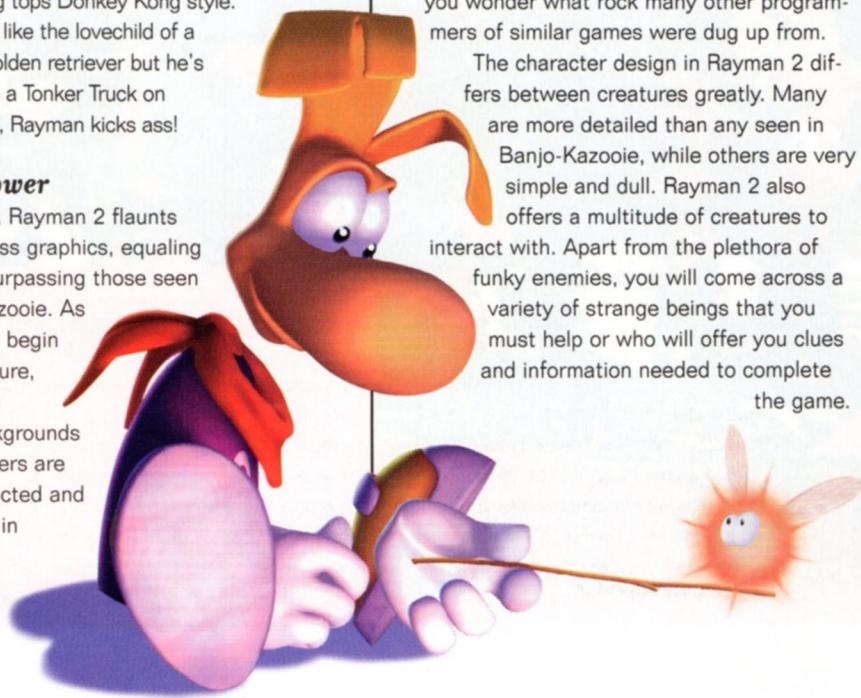
Rayman possesses a few special moves to help him against the rabble of cutesy (but tough) enemies that lay in his path, like a bunch of environmentalists in front of bulldozers. One move lies in his enchanted toupee, which acts not only as a spiffy head of hair, but also as a mini-helicopter, allowing him to hover about for short periods of time. On top of this, Rayman can fire nifty plasma balls, knocking his foes out of their smelly socks. As you would expect, he is also capable of the everyday, ho-hum stunts that many of his platforming friends, like Banjo and Mario, perform. He rolls, runs, climbs, punches, jumps and swings across ceiling tops Donkey Kong style. He may look like the lovechild of a smurf and golden retriever but he's tougher than a Tonka Truck on steroids. Yes, Rayman kicks ass!

#### Flower power

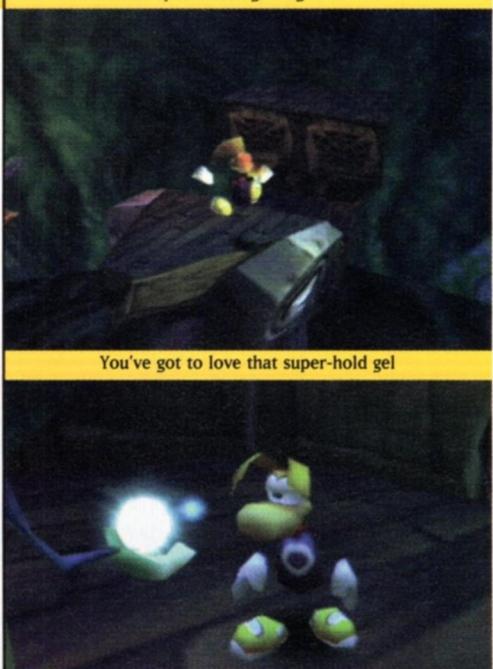
Remarkably, Rayman 2 flaunts crisp, flawless graphics, equaling and if not surpassing those seen in Banjo-Kazooie. As soon as you begin your adventure, you'll notice that all backgrounds and characters are well constructed and immaculate in design. You won't see any of the

blurred visuals that sometimes smear other games on the N64. The texture mapping found within the game is sharp and vibrant in colour with dominating whirls and twists that add to a hippy-like feel in the adventure (if whirls are dominating you Arthur, I think you need to toughen up a bit - Ed). At times, the fruity patterns and in-your-face pastel-like brilliance will make you want to hand out flowers like a hippy rather than hurt your enemies. Then again, maybe not. A bonus that is clearly seen with this beautifully designed world is that the fog factor has been reduced considerably. At times, you will stand in an open area and look across a great expanse with little fogging at all, making you wonder what rock many other programmers of similar games were dug up from.

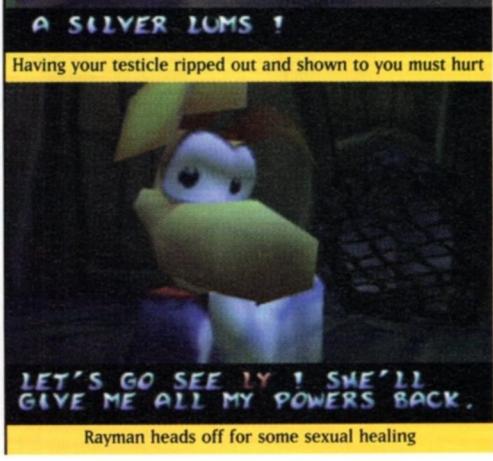
The character design in Rayman 2 differs between creatures greatly. Many are more detailed than any seen in Banjo-Kazooie, while others are very simple and dull. Rayman 2 also offers a multitude of creatures to interact with. Apart from the plethora of funky enemies, you will come across a variety of strange beings that you must help or who will offer you clues and information needed to complete the game.



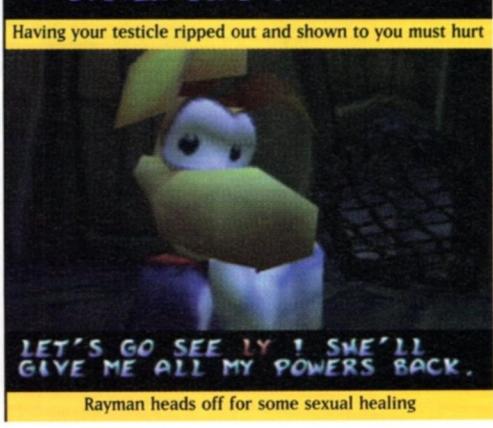
Living with your head permanently wedged between breasts



"My arms are getting tired"

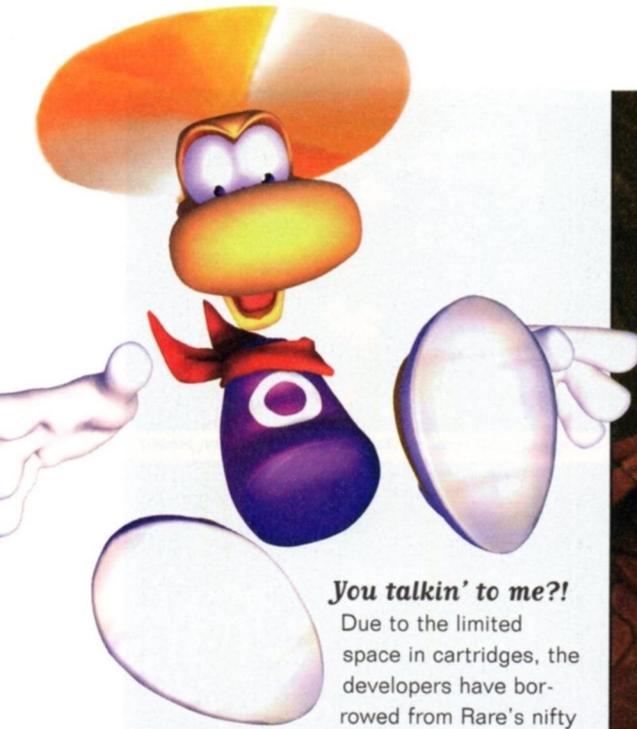


A SILVER LUMS !



Having your testicle ripped out and shown to you must hurt

LET'S GO SEE LY ! SHE'LL GIVE ME ALL MY POWERS BACK.

**You talkin' to me?!**

Due to the limited space in cartridges, the developers have borrowed from Rare's nifty trick of supplying sound

effects for character's voices. When speaking to somebody, text will appear in a box on screen whilst a mumbling, mish-mash of pings and pongs will be heard as the character's alien language. This style of communication sounds amusing and fits the whole cartoon-style of the game well. With many games relying on ear-bleeding midi-music, the gamer can find themselves either turning down the sound on their television set and playing a Spice Girls CD, or alternatively jabbing a souvlaki stick deep into their ear in an attempt to



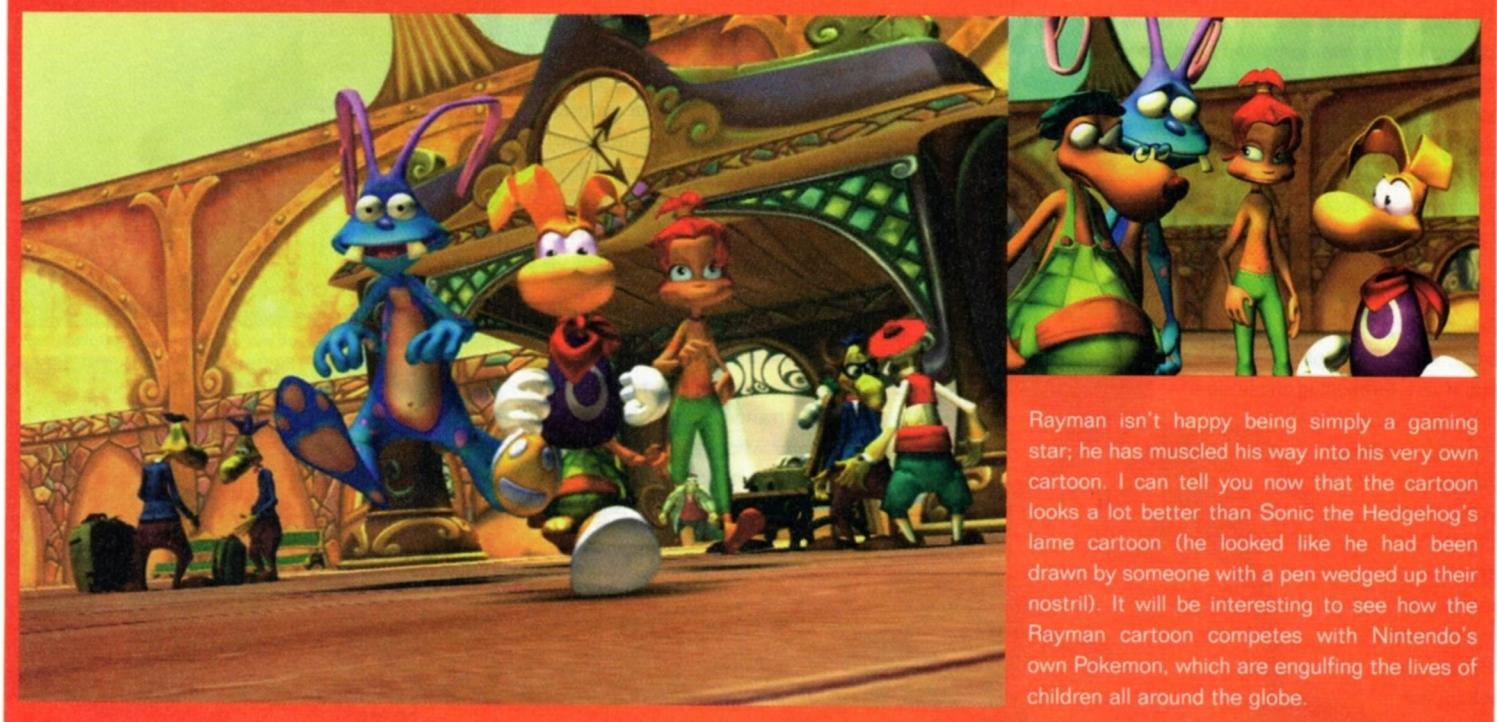
Rayman isn't going to be looking quite so chirpy when he lands on that fence

escape the repetitive jingles; not with Rayman 2 though. The music is expectantly upbeat and gay (as in happy) and at times you won't even notice as you strip naked and perform a happy-dance on your bed.

**Lights, camera, action!**

The gameplay in Rayman 2 slaps aside the hordes of other platformers seeping their sorry

hides into the N64's cartridge slot. Ubi Soft have plainly borrowed from the tightly tuned recipe of both Banjo-Kazooie and Mario 64, offering tricky objectives, exploration elements and character intercourse, er, I mean interaction. But, unlike the free roaming gaming seen in other titles, Rayman 2 has a mixed bag of levels. Some are large, allowing the gamer to wonder about in their own time, whilst others are

**RAYMAN THE MOVIE STAR**

Rayman isn't happy being simply a gaming star; he has muscled his way into his very own cartoon. I can tell you now that the cartoon looks a lot better than Sonic the Hedgehog's lame cartoon (he looked like he had been drawn by someone with a pen wedged up their nostril). It will be interesting to see how the Rayman cartoon competes with Nintendo's own Pokemon, which are engulfing the lives of children all around the globe.

slightly more linear, bringing a fast paced action style of gameplay. Many levels that I played appeared similar to the PlayStation's Crash Bandicoot, where you are in control of Rayman in a blitz of action (but, unlike Crash Bandicoot, which is a hickster PlayStation game, Rayman is cool. Pffft!). An example of this can be seen when Rayman rides a rocket with legs. You must guide the running red rocket along a set path, dodging obstacles and weaving in and out amongst boulders, branches or sharp icy stalagmites (nothing to do with termites or hermaphrodites). Other sections see our yellow hero sliding down slopes in a snowboard-like fashion, again avoiding dangerous obstacles.

The levels never seem to be as expansive as those found in Nintendo's own titles, but they are still large enough to entice the gamer into exploration-related tomfoolery. Wherever Rayman goes, he will find puzzles to solve, thus never leaving a gamer apathetic to the journey. Again, I feel compelled to compare Rayman to Banjo and Mario; the puzzles and mini-games are quite similar to those found in the classics. Mini-games include things like racing an opponent in a set time, collecting certain objects and working out ways of entering other stages of the games. This is not a bad thing, as Rayman borrows the best ingredients from Banjo and Mario.

### Crunch time

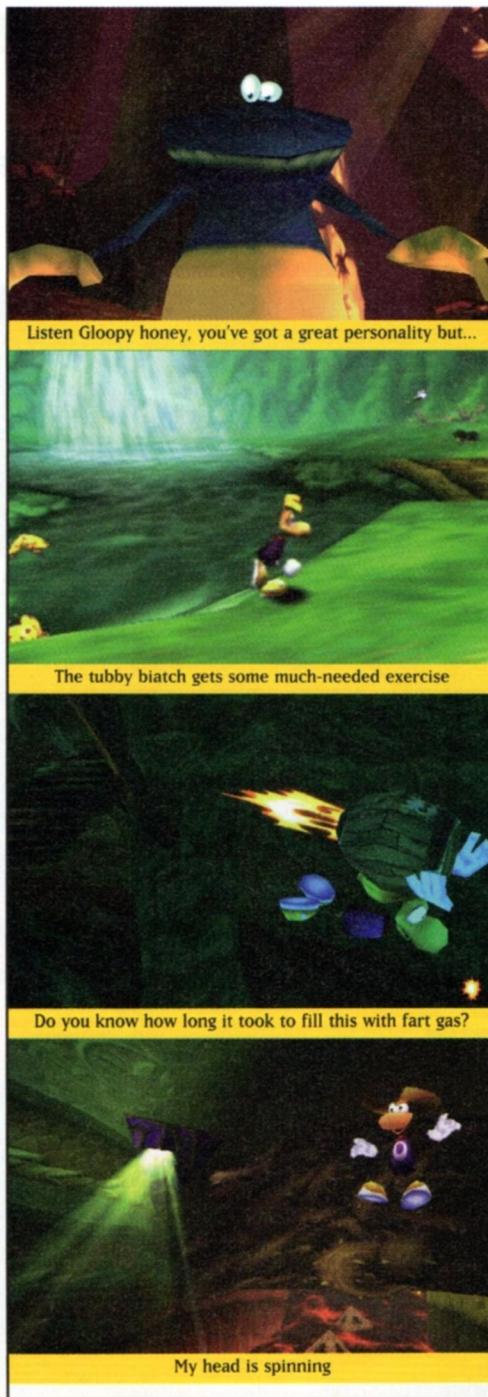
Rayman 2: The Great Escape has surprisingly entered the ring as a worthy contender in the platforming stakes. Yes, Ubi Soft, who created the non-amazing, Tonic Trouble have pulled up their socks to make a game capable of ruffling Kazooie's orange feathers. With fantastic graphics, smooth frame rates, no fog and genuinely enjoyable gameplay, Rayman 2 has evolved into a great title that will have

Nintendo owners scrambling to their machines for another fantastic platforming romp.



### SECOND OPINION

I have a confession to make. A couple of years ago I was locked in a room with a PlayStation and a copy of Rayman. I tried to hold out and pass the time by counting my fingers. I made a game of it; I counted as many as I could in an hour and then, I'd try to beat that record. After three days, I snapped and turned the PlayStation on (my best record was only 7 fingers counted in an hour, anyway). Despite myself, I found myself enjoying the game. It had decent graphics and Rayman controlled beautifully. Since then I've tried to conceal the terrible secret, well that and the torrid incident with the watermelon and the vaseline. All these years, I've been suffering in silence as I waited for the N64 version. Thankfully, it's finally here and it's brilliant. Definitely one of the best platformers on the machine. Highly recommended. - Narayan



### ALTERNATIVE ACTION

#### MARIO 64 AND BANJO-KAZOOIE

At \$49.95, anyone after some platforming related action should not miss Mario 64 and Banjo-Kazooie. These games are benchmarks of platforming perfection and everybody should own them whether they have a Nintendo 64 or not. These games are huge,



huge, huge, and they are so much fun that you'll cough up a lung in hysterics. Buy them both. Now!!!

#### THUMBS UP

- Visuals crispy enough to eat
- Simple, yet addictive gameplay

#### THUMBS DOWN

- Although it's very good, it lacks the magic of Mario and Banjo



PUBLISHER: UBI SOFT

DEVELOPER: UBI SOFT

GENRE: PLATFORM

RELEASE: LATE OCTOBER

PRICE: \$99.95

RATING: G

PLAYERS: 1

RUMBLE PACK SUPPORT: YES

SAVE GAME SUPPORT: MEM PAK

#### LASTABILITY



#### GRAPHICS



#### SOUND



#### GAMEPLAY



#### OVERALL

**93%**

# ArmyMen:Sarge's Heroes

After being laughed out of the recruitment offices for East Timor, Arthur Adam decides to wage some pixelated warfare



This sorry soldier gets all mushy when he sees a big piece of meat

Let's face it, just about every little boy played with those plastic army men, they were so damn cool. So many poor plastic sods around the world met a gruesome end at the hands of children. I stood the little

suckers on hot plates, burned holes in their hides with magnifying glasses and fed them to my parrot. However, Army men were more than just a blatant excuse to inflict gruesome acts of violence. At times, when my violent tendencies subsided, the army men would be friends and bizarre love triangles would emerge. I remember Sergeant Kickass from the green squadron falling in love with Corporal Buttslap from the tan battalion, but after catching Kickass getting hot and sweaty with lieutenant Crunchynuts in a battle tank, Buttslap put a bullet into Kickass'

head, thus ending their three-day romance. Yes, those were the days. 3DO, the developers behind Battle Tanx, have brought to the Nintendo 64 a unique title that oozes style. That game, of course, is Army Men: Sarge's Heroes. What makes this game even more special is the fact that it isn't a dodgy rehash of the PC version, but a totally new spin off from the original. Instead of being a Command and Conquer style of game, the N64 version is a rather spiffy third-person shooter, relying heavily on strategic elements.

## THE RIGHT STUFF

Army men boasts a truly butt-kicking crew of Rambo wannabes. They've all got their own attributes and you have to pick the right man for the job.

HOOVER



This guy was caught in a rather embarrassing incident with a vacuum cleaner

RIFF



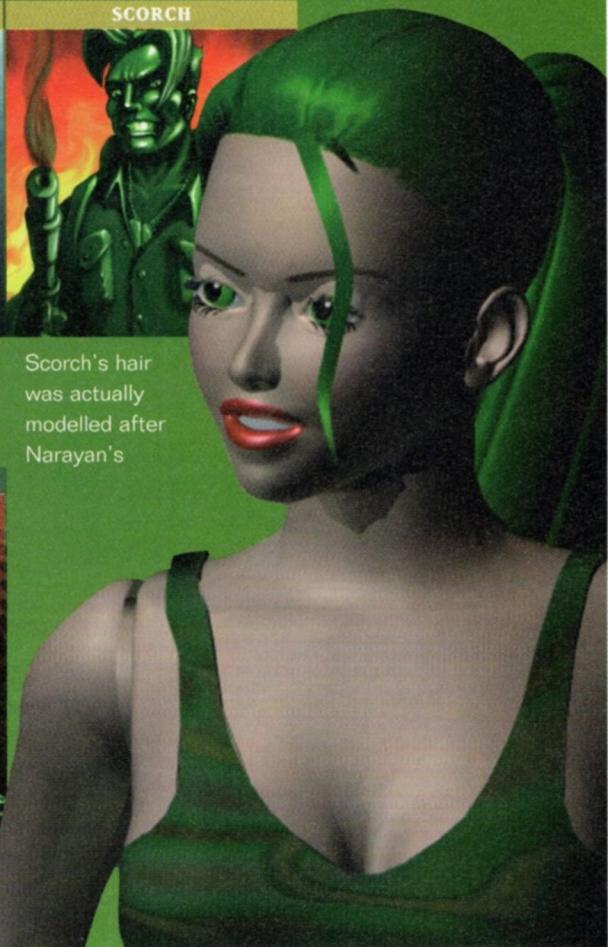
Apart from the nice shades, this soldier is a complete loser

SARGE



The Sarge's chin may be bigger than his brain but he's still deadly

SCORCH



Scorch's hair was actually modelled after Narayan's

SHRAP



This guy makes a lot of money on the side selling used ammo as love toys

THICK



He's so stupid he sometimes forgets which colour he's fighting for



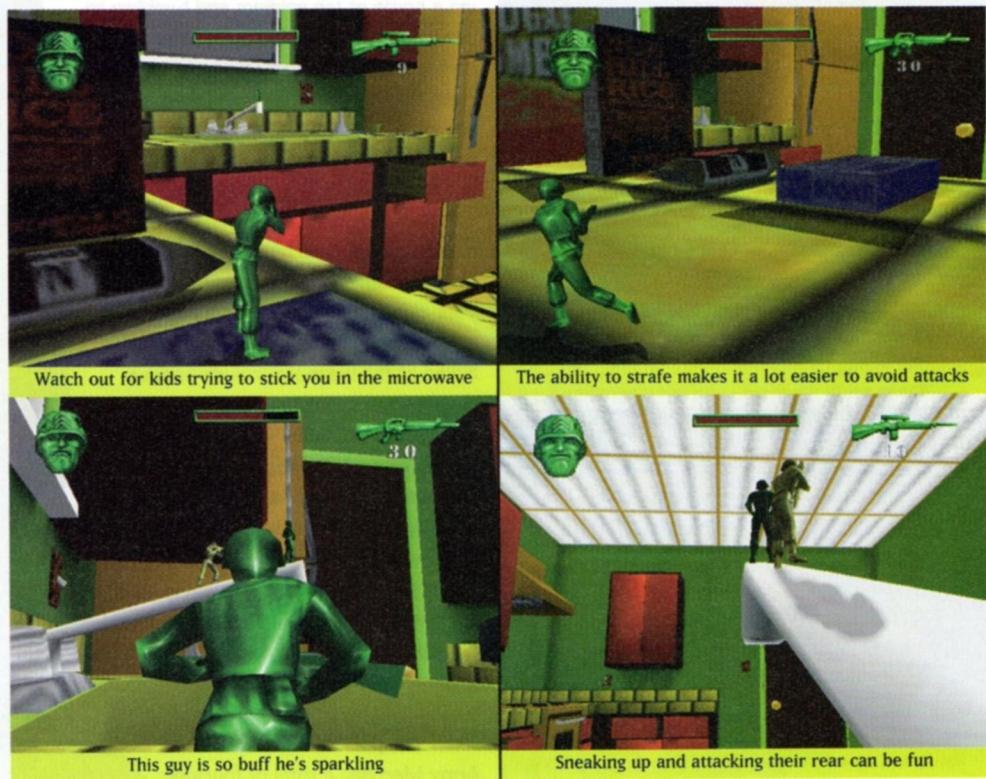
This guy hasn't seen any action but he can drink a mean cup of tea

## Give me my gun

You jump into the plastic boots of a synthetic soldier, whose mission it is to help his green companions battle it out with the evil Indonesian, er, tan soldiers. Your soldier has all the standard moves you would expect. He can climb, jump, strafe and run. To take better aim, you can use the R button to zoom into a first-person perspective, but for some unknown reason moving your cursor is dreadfully slow from this angle. Other moves see your soldier position himself into stances reminiscent of the toys. Your trooper can lay flat on his belly and fire his gun or kneel on one knee and take aim. If your soldier is lying down, he can roll left or right by using the strafe button, or if he is running, he may dive to one side onto the ground in order to dodge enemy fire. The character animations are extremely smooth, never suffering from jerky frame rates. Very cool indeed, readers.

## Believe it or not, war is bad...

This game isn't exactly a bed of roses (in fact, it's nothing like a bed of roses). There are a few niggly and annoying aspects of the gameplay, although not bothersome enough to ruin the



Watch out for kids trying to stick you in the microwave

The ability to strafe makes it a lot easier to avoid attacks

This guy is so buff he's sparkling

Sneaking up and attacking their rear can be fun



Some of the levels are based around entire camps of toy armies, so the scale isn't miniature



This one's for Sergeant ButtSlap you crappy plastic bastard

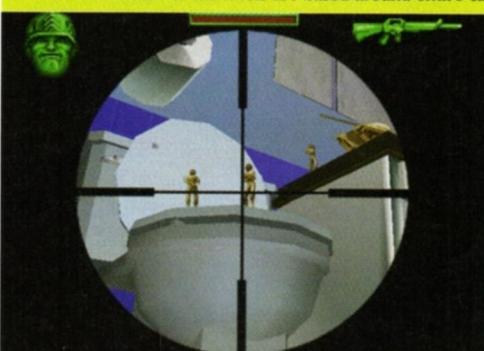
missions, each with up to five objectives. Some levels are huge, whilst others mediocre. The first sees your soldier deep in enemy territory, and your mission, if you choose to accept it, is to find the leader of the green soldiers, Commander Budgieballs. Your plastic trooper begins with his military issue machinegun, deep behind enemy lines. Unlike other third-person shooters, if you try and run along to the area where the commander is being held, you'll end up in a body bag, blown to bits.

This game is all about tactics and strategy.

You are going to have to work out the best route to your objective and determine how you want to tackle the situation at hand. Once completing your goal, you are given new orders, which become more complex as you work your way through the game.

### Good looking

The graphics in Army Men are not anything flash, and look more like a first generation game. The backgrounds are a little bland and the details are a bare minimum. However, using the memory expansion pack will sharpen up the visuals without slowing anything down. You must march your soldier around outdoor settings and some super cool indoor locations. One of the best levels sees you trying to save a blue spy soldier from a



Who hasn't taken long distance shots into the bowl like this?



You've got to watch out - charlie's everywhere



The flamethrower is devastating against the plastic men

game. If your man is running along and you spot an enemy soldier, there is a one-second delay between pressing the fire button and the weapon being fired. This is because your weapon has to be lifted and readied. Once your plastic soldier has taken aim though, you may fire quickly without the delay. The controls are quite different to any other third-person shooter, making learning the moves a bit of a chore. You may be finding yourself facing a horde of tan soldiers and fumbling to remember which button does what. Also, at times, seeing an enemy may prove difficult. From the third-person perspective, spinning around quickly enough to find out who in fact is pumping lead into your plastic ass, is not possible.

Just like the Americans, you use brute muscle to overtake land that isn't yours. To help you achieve these missions and goals your pint-sized man-of-war is laden with an armament of weapons and devices. Some of the weapons include various machine guns, sniper rifles, flamethrowers, grenades, rocket launchers, butt plugs, mines, lightsabers and more. Each weapon plays a role in taking out certain sections of enemy infantry. A sniper rifle may be required to eliminate soldiers on mountaintops guarding a valley, grenades remove soldiers from bunkers and metal detectors are used to navigate through dangerous minefields.

### Dull as plastic?

Army Men has a total of fourteen





**N64**  
Gamer  
*Army Men*

**N64** Game  
Jet Force Gemini

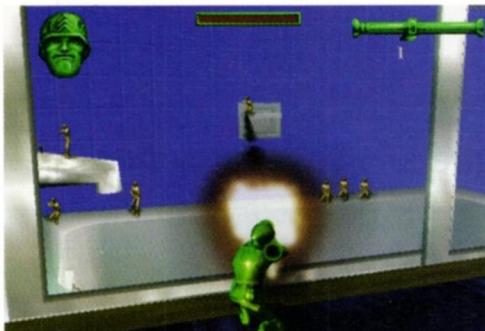




**N64** Gamer

*Gex 3: Deep Cover Gecko*





Firing off rocket launchers in your own bathroom isn't wise

nasty death in the bathroom. A huge sink with perilous boiling water stands in your way (for a more realistic touch, I would like to have seen a giant human log, floating within a toilet bowl). It's quite amusing firing your deadly weapons whilst using a huge yellow rubber duck as cover. Snipers are positioned in soap dishes and infantry hide behind the taps. Super-fudging-cool!

### Unnecessary violence rocks!

The soldiers have been constructed well. They are detailed enough to look like perfect replicas of the toys, which we all know are of a single colour. Regardless of the soldiers being monocoloured, the developers have given them a sheen that furnishes the characters with a shining plastic appearance. However, this title is all about gameplay, which is what really matters in the end. I found myself playing this title in the office until the early hours of the morning, cursing the tan army and promising that I would kill every last one of them for their insolence. It is quite addictive and playing the missions over and over never seemed to get boring. Each mission may be tackled in more ways than one. You may want to take a more of a Rambo advance or a sneaky commando approach. Either way, you'll enjoy this game immensely.

### Multi-mayhem

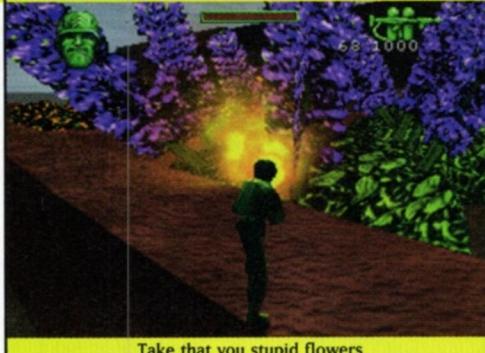
Thankfully, Army Men accommodates in the multiplayer department. Up to four people can slap each other about with an array of weapons. The multiplayer mode is a tad choppy and isn't as fun as the almighty Goldeneye, but it's a good blast. It does also have the advantage of a very cool theme; pitting your plastic soldiers against your friend's rocks hard. Other than running about firing bullets in a death-match, there are other multiplayer games such as overrunning an enemy base or capturing a flag. These environments comprise of a large living room or a backyard.

### Good enough to buy?

The game's sound is very convincing, with solid sounding explosions and authentic gunfire. The music is okay-ish, but I wouldn't throw your



You'll need to use the scenery as cover if you want to win



Take that you stupid flowers

CDs away just yet. Yes, it does have its fair share of problems, but somehow it manages to remain addictive and fun to play. It's sort of like the way I feel about Dawson's Creek. Sure, it has its weaknesses (like a completely unrealistic script and crappy acting) but I just can't get enough of Katie Holmes' bre... but I digress. This is a game I'll be buying for my own collection as it offers something different to other third-person shooters. This game would have been marked higher, but some of the weaknesses can't be forgiven. Army Men is a solid blend of strategy and action and is recommended to anyone wanting to spend some quality time on their N64's. Buy this game hippies!



### SECOND OPINION

I've really been looking forward to Army Men over the past few months. The graphics look really crisp and the game's concept is very original and refreshing.

Unfortunately, after holding the control pad for about 30 seconds I was painfully disappointed. I expected it to control just as responsively as Jet Force. Unfortunately, this game has much slower controls. However, it's worth persevering beyond this because the game is still a lot of fun and will keep you busy for weeks as you recycle millions of the plastic fodder.

- Narayan

### ALTERNATIVE ACTION

#### JET FORCE GEMINI



Army Men is a good game, but c'mon, we all knew it wouldn't be able to stack up to Rare's effort. It may not have the brilliant toy soldier theme going for it, but the action is a lot smoother and more responsive. Comparing Army Men to Jet Force Gemini is sort of like comparing spanking the monkey to Sex. Spanking can be fun but it doesn't compare to the real thing.

### THUMBS UP

- New innovative ideas add excitement to the genre
- Fantastic weapons to blow bits of plastic off the enemies
- The miniature scale makes it a lot of fun

### THUMBS DOWN

- Sluggish controls
- Choppy frame rate



PUBLISHER: NINTENDO

DEVELOPER: 3DO

GENRE: 3D ACTION

RELEASE: NOVEMBER

PRICE: \$99.95

RATING: G

PLAYERS: 1 - 4

RUMBLE PACK SUPPORT: YES

SAVE GAME SUPPORT: MEM PAK

### LASTABILITY



### GRAPHICS



### SOUND



### GAMEPLAY

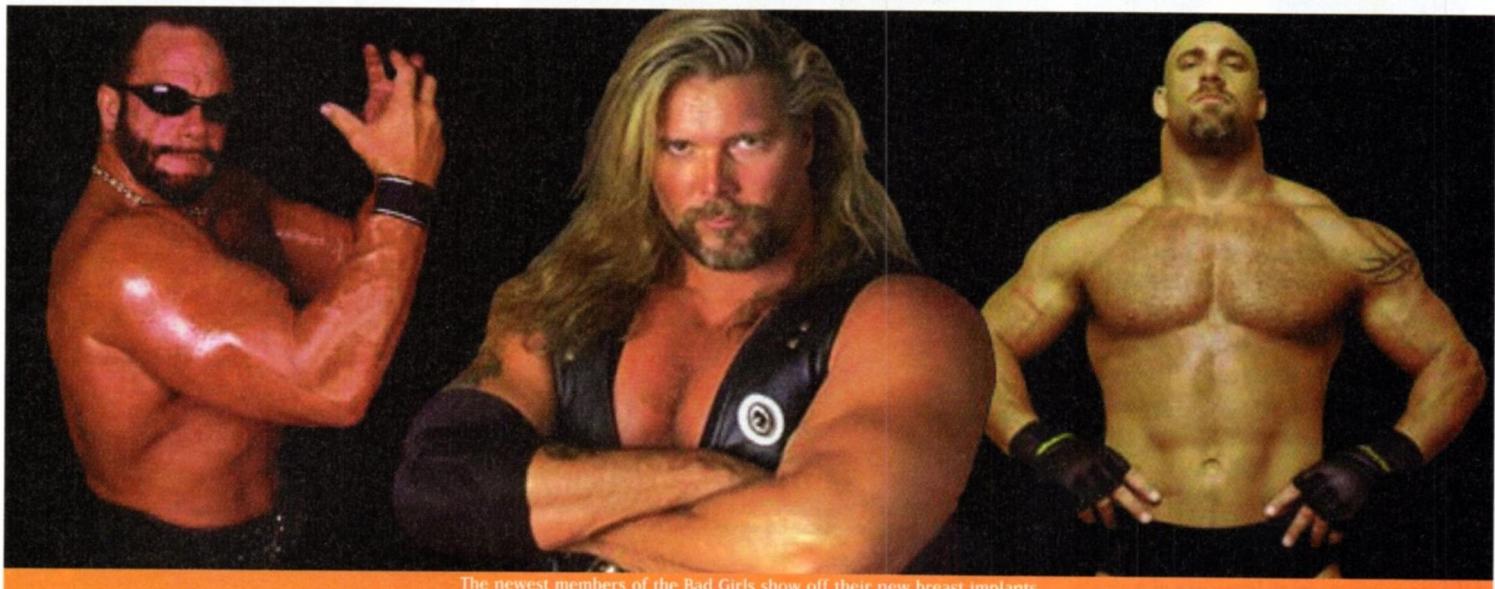


### OVERALL

**84%**

# WCW Mayhem

Troy Gorman never could pass up an opportunity for some sweaty ring action...



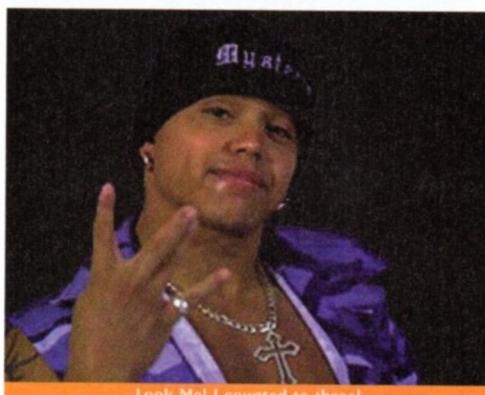
The newest members of the Bad Girls show off their new breast implants

There are two men. One, weighs in excess of one hundred and fifty kilograms, removes his body hair, gets oiled up, writhes around on the floor with other muscular men, and has a massive ego. The second man also weighs one hundred and fifty kilograms, although it is fat, not muscle, lives in a trailer

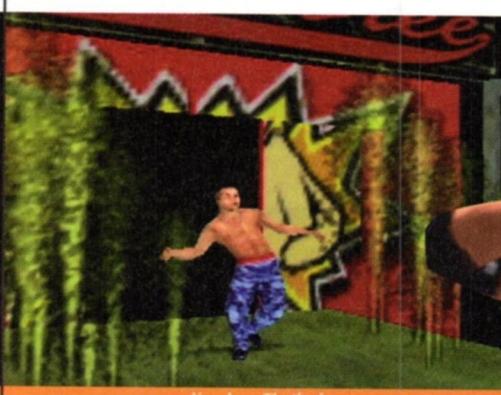
park, is married to his second cousin and his idea of heavy reading is a Spiderman comic. What do these two men have in common? Professional Wrestling. The first is a wrestler. The second a wrestling fan. Which brings us to the latest Electronic Arts release; WCW Mayhem.

## Grapple me hard

So many wrestling games have been released for the N64 that it's a bit hard to keep track, particularly since software companies have been changing their wrestling alliances. The two WWF games, Warzone and Attitude, were made by Acclaim. The next WWF game, Wrestlemania 2000, will be published by THQ, who were responsible for three WCW games, World Tour, Revenge and Nitro. This brings us to WCW Mayhem, by Electronic Arts. It's the fourth WCW game and EA's first N64 wrestling title. Acclaim's wrestling games use a button pressing style similar to fighting games, which require the player to press a pre-determined combination of buttons to perform a move. THQ's games used "the grapple method", which involved the wrestler's doing one simple move with one button press, then doing another simple move on top of that one. This method is very easy to get



Look Ma! I counted to three!



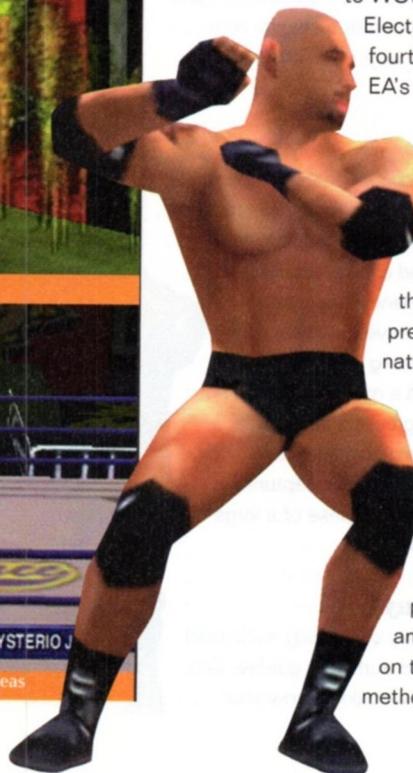
Yoo-hoo Thailor!



Everybody in the house wave your arms and say "wa-hoo!"



Wrestlers help each other out and remove fleas



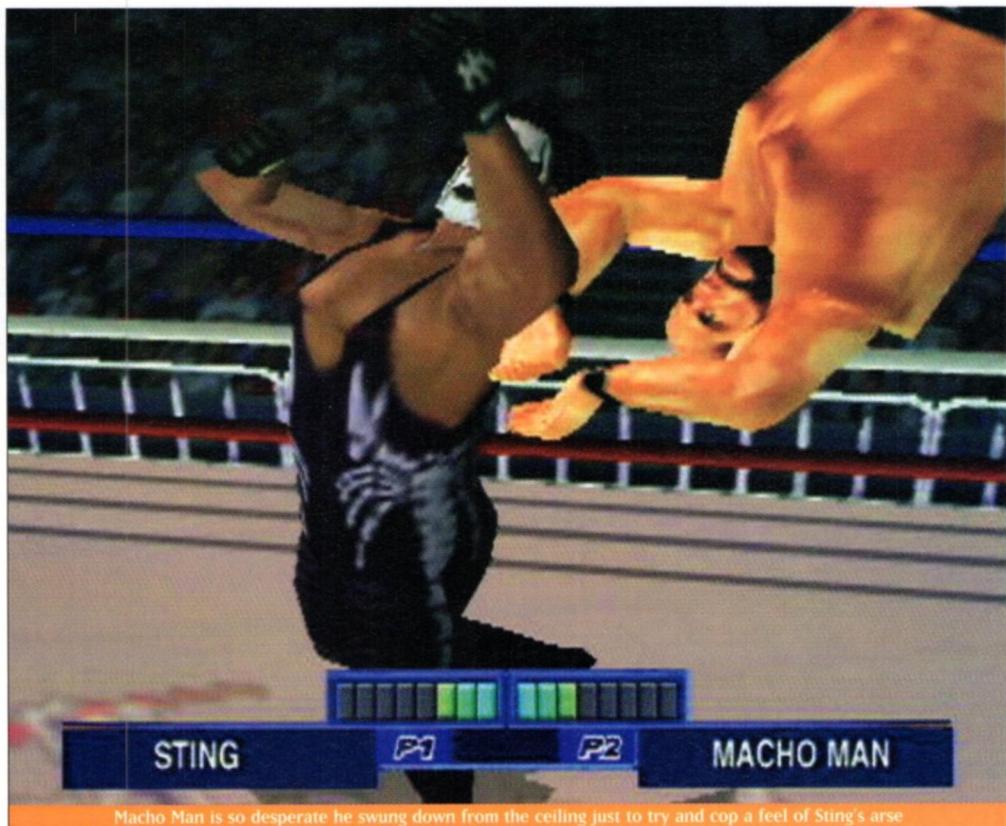
into, as anyone can pull off simple moves but to learn and perform the move complex maneuvers takes a while to figure out. Mayhem had decided to stick with the grappling method, as it has already proved to be so popular.

As we all know, instruction booklets are for losers so, luckily, all of the button combos have been listed on the pause screen. Playing with two people, this can be very annoying, if one person pauses the screen every ten seconds then continues to pummel you, but the feature is very useful for the single player modes. Fifty-six of WCW's most popular wrestler's, managers and even announcers have been included. Thirty-nine characters are instantly accessible with a further seventeen hidden, who can be uncovered by playing through the game's various modes and difficulty settings. "Mean" Gene Okerlund, the suit wearing announcer and commentator is finally available to pile drive, as is Jimmy Hart.

Most of the expected play modes have been included plus a few extras. The main single player section is known as "Quest for the Best". (I told you wrestlers all have large egos.) To become the best involves winning an uncountable number of bouts with almost every wrestler in the game, sometimes even fighting the same wrestlers twice. You begin your quest as an unranked rookie, trying to fight your way into the Number One Contender position, for the TV Title. If you manage to trounce Disco Inferno, which isn't very hard, you can move up a league, and aim for Diamond Dallas Page's US Championship belt.

Unlike previous WCW games, it's not possible to select which title

you wish to go for and just fight for that one. Mayhem requires you to fight for the lowest belt and, only after attaining it, compete for the next one. Another new twist is, that before competing for the World title, you must defend the US title from a seemingly endless line of US Champ wannabes. Then it's back to rookie status in the World Championship. You would be forgiven for thinking that once you've knocked Stone Cold, um, I mean, Goldberg off his perch that you had beaten the game but that isn't the case. In possibly the stupidest example of anticlimax, once fighting up through all three grades, having paused only long enough to defend the US title, you finally reach the moment of triumph, the pinnacle of your career, you are the champion. Ending the game and rolling the credits while showing cut scenes of you living large and frolick-



Macho Man is so desperate he swung down from the ceiling just to try and cop a feel of Sting's arse



ing with babes would round out the game nicely but instead you continue to play, defending your title against all the buff boys that you didn't fight on the way up, followed by the ones that you did. I was about to give up, thinking that the game was unbeatable, not because the bouts were difficult, just limitless. There were so many contests of sports entertainment that I was expecting them to bring out Pikachu, for me to fight. The quest is very easy to beat, taking only a few hours. During that time I only lost two matches. The first because Chris Benoit's run in partner whumped me and the second match was lost when I had to wrestle Arthur away from the last piece of pizza.

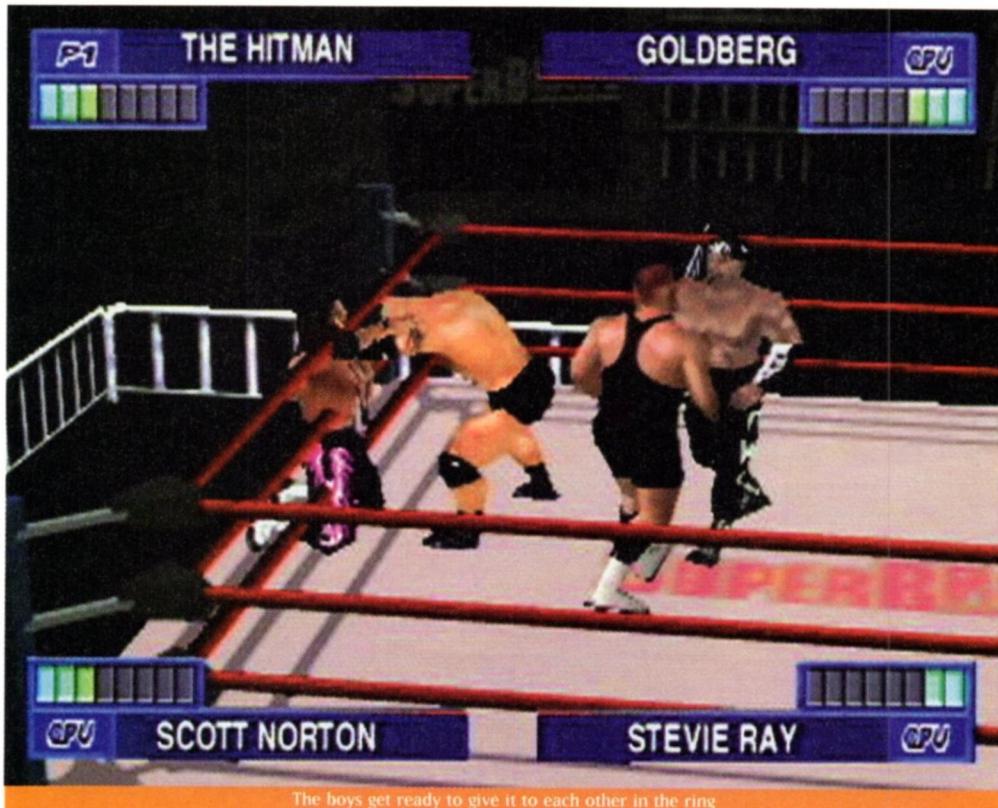
There is a lot of fun to be had playing Mayhem but there are serious concerns when you can play the whole way through a game, unchallenged, on the highest difficulty setting, first go. Should you be unfortunate enough to have to play one handed, while defending pizza,

and lose a round, this is supposed to drop you a few places, in the contention stakes. This is easy to get around by saving your progress to mem pak after every fight. If you fail, just reset the game to just before you lost. There's no need to lose three positions.

Three difficulty settings have been included which would have been a good idea, if the hardest setting was the easiest. Wrestling is a spectator sport in the truest sense. It is designed for a mass television audience. This is why events such as cage matches, ladder matches and inferno matches were invented. More recently the cameras have been following wrestlers into the backstage areas, where they continue to pummel each other, for the capacity crowds. One of Mayhem's areas of innovation is in including ten different backstage areas to battle in. These include the carpark, ticket office and even the locker room. Accessing these areas is as simple as running towards the entrance. If it is a two wrestler match you will both be magically, and randomly, transported to any area. Sometimes your opponents run in partner will be hiding in this area to team up on you. These areas don't add much to the gameplay but they are still a fun inclusion as this is where the best weapons are located and it makes it seem more like you're watching the real deal, with soap opera elements included.

#### Four way bashfest

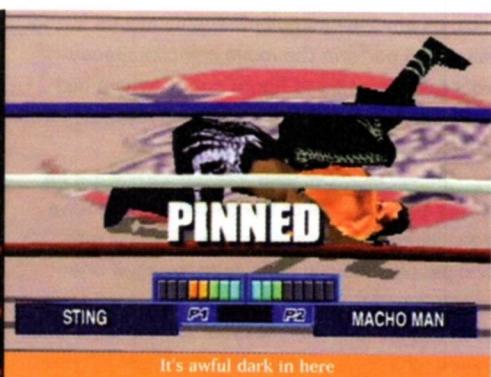
While one on one grudge matches may be fun, it's the multiplayer bout where Mayhem excels. All of



The boys get ready to give it to each other in the ring

the non-quest modes can be played by between one and four players, with computer wrestlers making up the numbers, if necessary. For simultaneous, four wrestler action there is the Four Way

Dance (how romantic) and the Battle Royal. The Battle Royal is an over-the-top-rope elimination match while the Dance is a last man standing pinfest. For the first time, a triangle match has been



It's awful dark in here

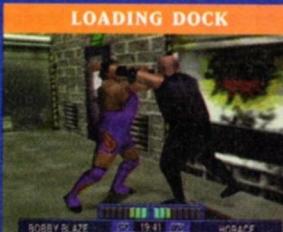
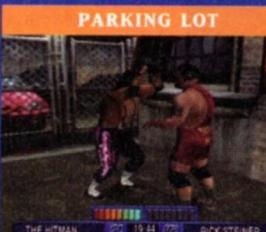
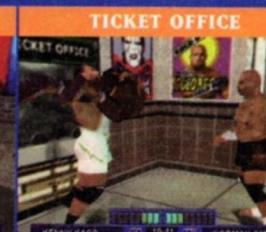
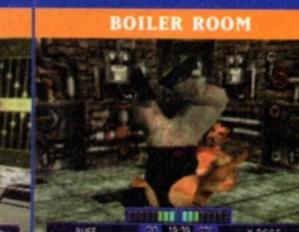
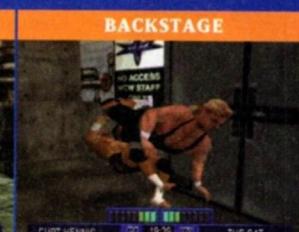
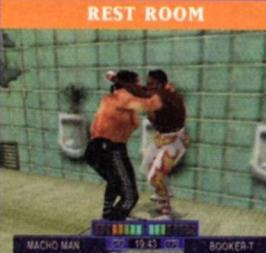
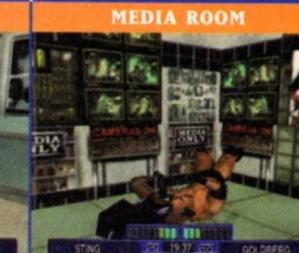
included. This is a three in the ring, first man to pin someone wins match. In previous wrestling games if you only had three players you had to include a computer wrestler to make up the numbers. A Tag Team match has been included but there is no tag team quest and no belt. Revenge had included a two on two, no-tag event, which is sadly absent from Mayhem. Likewise, with the handicap two versus one match, it is tag team event.

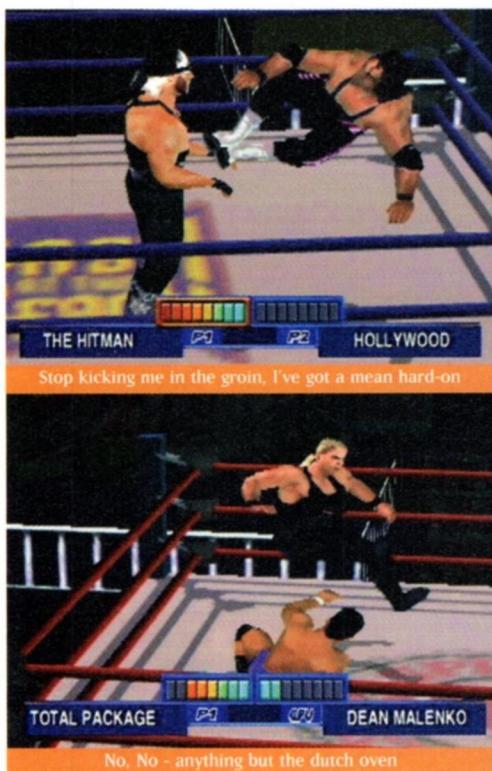
#### WMW (World Midget Wrestling)

Wrestlers are quite large individuals. It's part of the job. Not only are they muscly but, in most cases, quite tall. The polygons in Mayhem don't really capture this. Maybe EA were trying to emphasize there chest size by making their legs tiny but, whatever the reasons, the wrestlers all seem to have extra long torsos, making them

#### BACK DOOR ACTION

These guys don't care whether it's in the ring or not. They just want to get at each other.

				
While you're out there could you help unload the truck?	Sometimes the guys just want to see if they've received a parking ticket.	"Hello, do you have any tickets for The Spice Girls concert?"	I better not feel teeth this time. Or I'll be forced to slam you in the ring.	This is where the wrestling groupies hang out, looking for autographs.
				
Most of the back door action takes place in here.	Harold: We have to stop meeting like this. Jeffrey: Please, just hold me one more time.	This is good because you save on travel time after being beaten senseless.	This is where the N64 Gamer Staff hang out and sign autographs for the wrestlers.	MMMM, I love the taste of your salty chocolate balls.



1

TOTAL PACKAGE DEAN MALENKO

No, No - anything but the dutch oven

more suitable for entering dwarf tossing events than pro wrestling. The same kind of glitchy grapples take place, as they do in Acclaim's and THQ's wrestling games. This seems to be an unavoidable part of the engine as having different sized characters lock up in similar moves is very difficult to calculate. However, Mayhem has found a new way to glitch that has yet to be beaten, in terms of dodginess. Characters seem to have a reach that can extend a further thirty centimetres from their finger tips. Maybe they are all trained Jedi Knights and can suck their opponents in. The engine has the most trouble when the midgets are running and bouncing on the ropes. Sometimes they are so far away from each other that they don't even touch and one wrestler can even be facing ninety degrees in the wrong directions. While these are slightly annoying, or amusing defects, they don't take away from the enjoyment.

#### Mat pounding

Initially all of the sound effects really suck the player in and there is a lot to it. Commentary is done by Tony Schiavone and Bobby "The Brain" Heenan, with the ring announcing performed by the legendary "Mean" Gene Okerlund. The crowd boos for the bad guys, cheers for the good guys and even chants "Goldberg, Goldberg" during the title bout. The effects for the blows sound just as fake as the real thing and the bodies thwacking on the mat are the best and most realistic sound in the game. The in-game, intro and entrance music is all true to

life but I challenge you to play the game for one day, without getting sick of the Wolfpac theme.

#### Pull on your tights

While it may seem that I've been dissing Mayhem, that's only because it has such stiff competition. By year's end there will be seven, locally released, WWF and WCW games on the market. While Revenge still stands out as my personal fave this is an excellent first effort from EA. Remember, it took THQ two tries to get Revenge perfect. If you have Revenge, and want another grappling wrestler, I'd recommend this one ahead of both World Tour and Nitro. Best of all, Electronic Arts have snaffled the WCW licence for a few more games so things will continue to improve, particularly as they are renowned for excellent sports games. Once the kinks are knocked out their grappling engine will rival that of THQ.

#### SECOND OPINION

WCW Mayhem is a pretty good first effort from EA. However, after enjoying the amazing depth in WWF Attitude and the smooth gameplay in THQ's earlier titles, I can't help but feel that this game sits somewhere uncomfortably in between them. Sort of like how I felt last Sunday morning when I woke up and found myself with Gertrude and Hilda. - Arthur Adam



#### ALTERNATIVE ACTION

##### WCW REVENGE

This game is everything that Mayhem tried to be. It has the same grappling system for control. The same wrestlers to bash around. The game plays a little slower but that gives you extra time to grab for your coke or stick your butt in your little brother's face.

THUMBS UP	THUMBS DOWN
<ul style="list-style-type: none"> <li>Excellent use of the WCW licence</li> <li>Great multiplayer game (as it should be)</li> </ul>	<ul style="list-style-type: none"> <li>The single player game is far too easy</li> <li>Too many graphical glitches</li> </ul>

PUBLISHER: ELECTRONIC ARTS

DEVELOPER: ELECTRONIC ARTS

GENRE: WRESTLING

RELEASE: NOVEMBER

PRICE: \$99.95

RATING: PG

PLAYERS: 1 - 4

RUMBLE PACK SUPPORT: YES

SAVE GAME SUPPORT: MEM PAK

#### LASTABILITY



#### GRAPHICS



#### SOUND



#### GAMEPLAY



#### OVERALL

79%

# 40 Winks



Stand back, Tumble. You guard my rear while I seek out some action.

After running into the PlayStation magazine offices and attacking the writers in a rage, we decided to chloroform Arthur and let him have 40 Winks

**A**nd so the world as we know it is in dire trouble and lies in grip of a terrible evil once again. Forget about loading a meaty shotgun to face a horde of flesh rotting zombies with sharp, pointy teeth or even sharpening a sword to disembowel the likes of giant fire breathing dragons. Oh-no-sir-ree, this time, you're going to have to stop the most hideous and sinister of baddies dead in his tracks. A foe so terrifying, so repulsively diabolic, that Satan himself shakes uncontrollably at the knees and wets himself like a broken fire hydrant at the mere mentioning of his name. He is known as Nitekap (insert scary, dramatic music here). Nitekap is hell-bent on stealing the 40 winks, which allow you and I to sleep peacefully and



Isn't a bit suspicious that Ruff and Tumble sleep together?

Tumble uses her teddy bear to travel to Deadside

dream of nice things, like sheep and nipple rings and... but I digress. To fight off such an insidious evil, you will have to take control of heroes, so pure and tough, that they'll make Obi Wan Kenobi look like a wimp. Of course, these tough-as-nails heroes are a pair of three-year olds named Ruff and Tumble... (Yes, I thought the same thing). Both characters, the boy and girl, behave in the same manner but have been included just to show how thoughtful of both sexes the game is. It makes you wonder why no game has come up with the idea of using a hermaphrodite to appeal to both sexes.

Our ankle-biting champions are armed with the most lethal and mighty of weapons. Ruff bares a candlestick and Tumble a moth-eaten teddy bear... (don't ask me, I don't know how they got past the censors). Unfortunately, the most fearsome weapon has not made an appearance in this title; the A4 sheet of paper, which afflicts enemies with mortal paper cuts, has been withheld due to the violent nature of such a weapon (true).

## 40 Spanks

Ruff and Tumble, who enjoy their 40 wanks, er, I mean winks, each night, are flabbergasted at the thought of losing their monkey-spanking

dreams. After the pair have been led into the bedroom and scolded by their mother for burning down the local school, the duo head off to never-never land on their quest for the Holy Grail, er, I mean Nitekap.

The 40 winks are scattered about this so-called dreamland and must be returned. If you are brave enough, or silly enough, depending on what angle you're looking at this, you must battle a multitude of enemies throughout the bizarre levels. Of course, where would a three-dimensional platformer be without prehistoric, space, water and haunted house levels to name a few? The seven levels in 40 Winks are quite simple, but graphically crisp, with bright, cheery colours and some nice lighting effects. If you run about with Ruff, his candle will leave behind a faint, light trail that will grab your attention for at least a few seconds. Overall, the levels are quite large but not too difficult to navigate, due to their linear game-style.

Music connoisseurs should be warned that 40 Winks has a fairly addictive bunch of tunes. Little children around the globe will conduct mass burnings of The Wiggle's CD's and tapes, while dancing to the blissful tunes of 40 Winks.

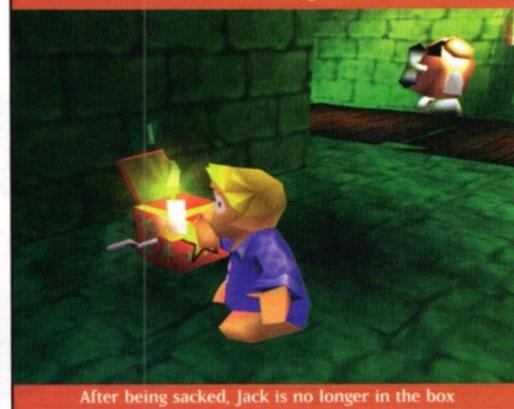
### I'm a fairy! I'm a fairy!

Our diaper wearing heroes boast a fairly simple polygon construction that gives them a unique style. To add a bit of variety, both characters change their appearance many times during each level. Some of the alter egos for the two

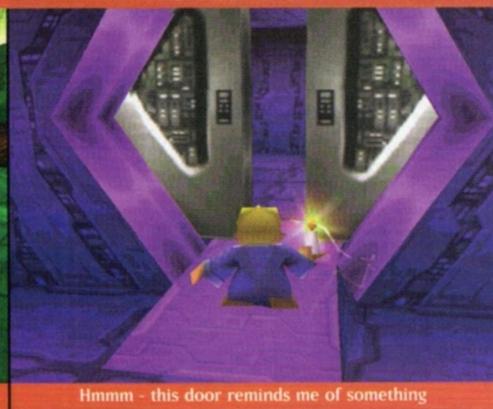
include cavemen, super-heroes, fairies and ninjas. Once the character has transformed into one of these, they can perform a special move. For instance, the ninja can



Ruff hears screams from grandma's house and wonders if Little Red Riding Hood is being eaten again



After being sacked, Jack is no longer in the box



Hmm - this door reminds me of something



They never look as good the morning after

hurl fireballs and uses two swords to carve up his opponents, leaving them in a bloodied, intestine twitching pile of body parts (well, maybe not something quite that dramatic). The fairy can alternatively sprinkle about fairy-dust that causes the enemy to writhe around on the ground as the lining of their lungs blisters and they are forced to cough up blobs of sticky red blood (again, perhaps I am being a little over dramatic). Although, my favourite alter ego is the superhero that can fly through the air at tremendous speeds (he reminds me of all the hours I spend dreaming about being superman).

These bonus characters will have to be used in order to pass certain areas in the game. For example, a cliff may not be accessible until you unlock the specific character who can climb it. Ruff and Tumble also share a host of moves that have been inspired by Mario 64. They can

butt-stomp, jump and execute the old punch-kick routine.

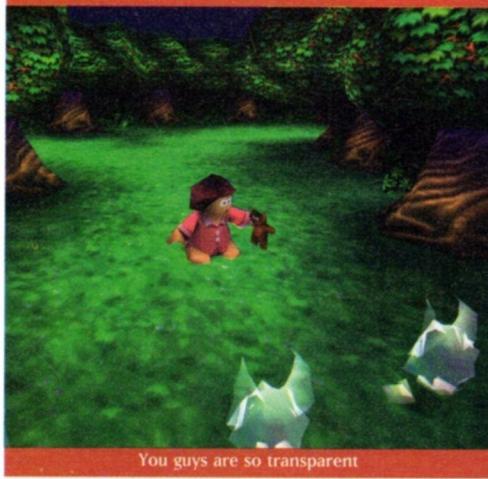
### Friend or foe?

The enemies in the game are at times quite clever and amusing. In the water world, you'll duel it out with sharks on legs that look similar





Spanky fires off his pocket rocket (which explodes all over his sister's back - but that's another story)



You guys are so transparent

to Jabba Jaws (for those of you who don't remember the cartoon, you have missed out on one of life's shining jewels) and deep-sea divers with pointy spears. The character design is not limited of course, because you are in a dream world that can throw up any type of foe. You'll also have the pleasure of slaying light bulb headed aliens, smelly cavemen, alligators, flesh eating zombies, skeletons and more. Each level also contains a big bad booty boss that will have to be conquered before moving on. You will come across a midget riding a hairy tarantula and a dark knight riding a legless horse (no, not like the one



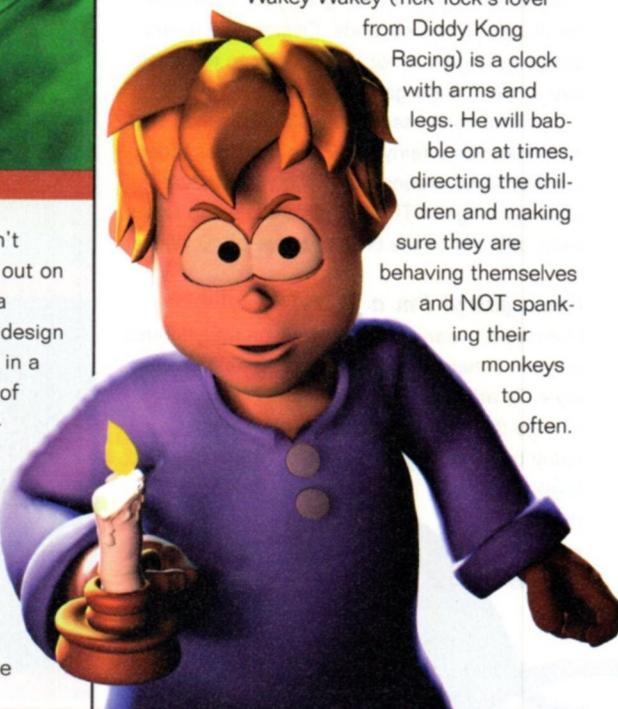
Hi, my name's Spanky. Would you like to rodger me?

you fed all those beers to - it just doesn't have legs).

Not all other characters are bad; some will assist you in the search for the missing winks.

Wakey Wakey (Tick Tock's lover from Diddy Kong

Racing) is a clock with arms and legs. He will babble on at times, directing the children and making sure they are behaving themselves and NOT spanking their monkeys too often.



### DREAM WORLDS

Basing each of the levels on a different dream gives the designers the ability to create some truly amazing landscapes.

#### SPACE WORLD



On this level, you'll find the same things Neil Armstrong did when he bravely travelled to the moon. You know; aliens, flying saucers, asteroids, red dwarfs and ewoks.

#### WATER WORLD



Well worth the visit if you enjoy wet dreams. You won't find Heather Graham prancing about in her g-string, but you'll come across sharks, snapping clams and deep-sea divers.

#### HAUNTED WORLD



The zombies in this level won't quite be as scary as those found in Resident Evil, but they'll still try to cook your nuts for a tasty meal.

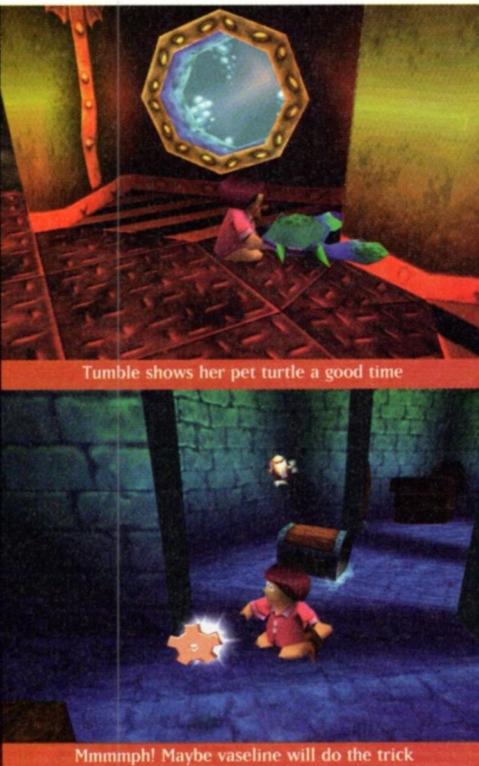
#### PREHISTORIC WORLD



Looking similar to some of the tracks in Diddy Kong Racing, this place is full of big, ugly cavemen. One false step and you'll have a wooden club smacked squarely across your face.



The deadly detachable nipple attack



Tumble shows her pet turtle a good time



Hey aren't you from Jet Force Gemini?



Mmmph! Maybe vaseline will do the trick

### Double action

The biggest selling point of 40 Winks is the cool feature that lets you play through the game cooperatively with a friend. The split screens are a little small, but this allows the game to swish along at a healthy frame rate and keep all the detail you would find in a single player game. The best aspect of this feature is that if you wish to wonder off in another direction, leaving behind your sibling, you can. Your friend may want to search through one part of the game, whereas you may just want to go for a swim. You can always catch up to your partner later on. Unfortunately, as hard as we tried, we weren't able to get the two characters to play 'doctors and nurses' behind the hedges. Kudos to GT Interactive for incorporating a concept that all other platformers would have benefited from.

### 40 Winks is... zzzzzzz

40 Winks is a solid platformer, with quite a few original ideas to brag about. It's definitely better than the glut of sub-standard platformers out there (yes, I'm talking to you Chameleon Twist) and there is nothing wrong with the gameplay of this title; but then again there's nothing too mind-blowing about it either. In keeping with the game's dreamtime theme, you may find yourself nodding off and dreaming about other platformers... mmm... Donkey Kong 64... Jet Force Gemini. Although, this title will definitely appeal to youngsters and platform junkies, the rest of us should think carefully about whether we need another 3D platformer in our collection.



### SECOND OPINION

Personally, I think Arthur needs to get in touch with her feminine side because I quite enjoyed taking a romp through the dream-worlds of 40 Winks. Sure, it may not be as classy as Rare's or Nintendo's efforts but it's quite an enjoyable little platformer. I especially liked the fact that the female character's main weapon was a teddy bear. Go girl! - *Sharon Apple*

### ALTERNATIVE ACTION

#### RAYMAN 2

Ubi Soft's Rayman 2: The Great Escape is an excellent alternative to 40 Winks. It boasts super-sharp visuals with an involving storyline and kick ass gameplay. However, Rayman 2 lacks a cooperative two-player mode, which many may want to experience.



### THUMBS UP

- Cooperative gameplay mode adds an interesting new element
- It's better than the majority of platformers out there

### THUMBS DOWN

- It's aimed squarely at the younger market
- No blatant use of breasts
- It's a little... zzzzz...



PUBLISHER: GT INTERACTIVE

DEVELOPER: GT INTERACTIVE

GENRE: 3D PLATFORM

RELEASE: DECEMBER

PRICE: \$99.95

RATING: G

PLAYERS: 1 - 2

RUMBLE PACK SUPPORT: YES

SAVE GAME SUPPORT: YES

### LASTABILITY



### GRAPHICS



### SOUND



### GAMEPLAY



### OVERALL

**80%**

# Hot Wheels Turbo Racing

Everyone know that the larger your cars is, the smaller your d.....

That's why Arthur Adam drives miniature toy cars



mm... Those delightful memories of childhood come flooding back, reminding me of the fun I had playing with my collection of Hot Wheels and Match Box cars (I also played with a lot of other things, but hey, at that age, I was experimental). I remember setting those tiny metallic vehicles alight and rolling them down the slope of a banana chair, seeing how many I could jam into the exhaust pipe of my mother's car and hurling them over the fence into my neighbour's pool. Indeed, those were the days.



If red cars go faster, what do blue ones do?

Well, Hot Wheels are back, but now they're inside your television set, with loud, thumping engines, dangerous stunt tracks and unforgiving competitors. Playing very much like the San Francisco Rush series, Hot Wheels Turbo Racing takes the experience of 'stunt' racing a notch higher. Rather than hurling your vehicle off a ramp and hoping for the best, you maintain control, somewhat, and can twist, roll or flip your mini racer about whilst rocketing through the air like a soaring ostrich (Arthur,

ostriches can't fly - Ed). By using the analogue stick, you can perform tornado, helicopter and somersault manoeuvres. Alternatively, you can hold down the R button and execute barrel rolls. Groovy!

#### Nipple sized vehicles

You may be wondering where the word 'turbo' fits into this game. By successfully pulling off stunts, you are awarded with extra turbo boosts, which are vital in maintaining a healthy position amongst the rabble of nipple sized (and very aggressive, I might add) racers. These guys aren't going to move aside like fair sportsmen as you catch up to them, oh-no-sir-ree. These little pricks are going to make life hell. They'll bump, smash, crunch and kick you in the nuts until you're a smouldering pile of useless, twisted metal. Show no mercy!

A total of forty Hot Wheels vehicles can be used, and as you would expect, many are hidden. Amongst these toys are the glorious Red Baron, Mongoose, Cat-A-Pult, Twin Mill and Jet Threat. Many of the youngsters out there may not remember these names, as Pokemon, Teletubbies, South Park and setting cats on fire





Here we see the double somersault pike with a twist



C'mon, give us a kiss

have become the norm for children's entertainment these days. Every vehicle has its pros and cons, some having superior acceleration or top-end speed and others capable of niftier stunts. Choosing the right set of wheels is imperative, as a faster vehicle may not perform on a track laden with ramps, and likewise, a vehicle that has a stunt advantage may not be the best choice on a faster track.

The advantage of using these toy cars is that there are fewer restrictions on design. You'll find super-cool machines with monstrous, crackling engines, colourful paintjobs and retro designs. The detail of the vehicles is spot on, down to the famous mag wheels that are used on the original toys.

Unlike many other titles of the racing genre, Hot Wheels offers easy steering with tight, sharp control. There's no need to smash your pet dog over the head with the control pad due to sloppy steering control in this game. This said; a small problem does arise. Although, you'll often be racing on thin tracks, high above the ground, an invisible wall stops you from falling off, which tends to defeat the purpose of racing.

#### Trekkin'

The track designs are quite good and incorporate the classic Hot Wheels stunts, such as the Criss-Cross, Danger Changer and Loop-The-Loop. At times you'll cringe as you plough through an intersection filled with crossing traffic or off-ramps, flanked by other hot rods.



Hence the name, Hot Wheels

Prepare your sorry hides for corkscrews, half pipes and multi-loops, because your body is going to pull some serious g-force. Mixed amongst all this, are a plethora of short cuts and power ups scattered about to keep things all the more interesting.

As in all racing titles, Hot Wheels Turbo Racing possesses its fair share of typical background settings like ice, deserts, lava and night racing. As with the vehicles, there are hidden tracks that can be opened by winning certain races.

#### Sounds okay

The game's sounds are fitting, with meaty grunts for the engines (that would put most realistic racing titles to shame) and satisfying explosions and crashes. The only complaint in the sound department would have to be with that annoying red neck, yokel hick who shouts at times throughout the game. Imagine a voice, so annoying, that it feels as though someone is grinding a sheet of sandpaper across your brain, then you'll appreciate what I'm talking about.

#### Does this game cut the mustard?

At the end of the day, Hot Wheels Turbo Racing is not overly special, and hovers a little above the average throng of racing titles. Sure, it's fairly addictive at first, but so are cigarettes. The whole package offered is strangely lacking, but that's not to say this game is not worth a look at, as many will find the racing action quite enjoyable.

#### SECOND OPINION

I think Arthur's getting a little jaded because I quite liked Hot Wheels. Sure it's nothing special but it has the smoothest and most responsive controls of any racer this side of F-Zero. The ability to control the horizontal and vertical flips that you can pull off in the air is also a big plus. Hot Wheels is easily one of the better racers on the N64.

- Narayan

#### ALTERNATIVE ACTION

##### RUSH 2: EXTREME RACING

Rush was the first of the racing titles in which the car spends more time in the air than on the ground. It's a mixture of racing action and insane jumps with a boot-load of hidden short cuts and funky looking vehicles.



#### THUMBS UP

- Plenty of cars to choose from
- Cool tracks that will keep you on the edge of your seat
- Acrobatic stunts will provide plenty of fun

#### THUMBS DOWN

- Backgrounds are nothing special
- It's easier than someone wearing a "get it here" t-shirt

PUBLISHER: EA

DEVELOPER: EA

GENRE: RACING

RELEASE: NOVEMBER

PRICE: \$99.95

RATING: G

PLAYERS: 1 - 2

RUMBLE PACK SUPPORT: YES

SAVE GAME SUPPORT: MEM PAK

#### LASTABILITY



#### GRAPHICS



#### SOUND



#### GAMEPLAY



#### OVERALL

**76%**

# Road Rash 64

Given the opportunity to exceed the speed limit and bust some heads, resident unlicenced rider, Troy Gorman, leathered up.



Top left: you can see the fearsome flaccid member weapon

titles for the N64. As THQ are the geniuses behind WCW vs. NWO games this may not be an entirely bad thing. Your first glance at the game will not be an attention grabber, except to laugh at it. A lot of the game is spent with backgrounds made up of little more than sky or rolling hills. When buildings are present they are cubes that fade in through the thick fog and have badly drawn, boring textures on the sides in an attempt to make them appear building-like. The road travels further into the distance than the road-side scenery, allowing you to see, easily, far enough ahead to prevent any problem with steering.

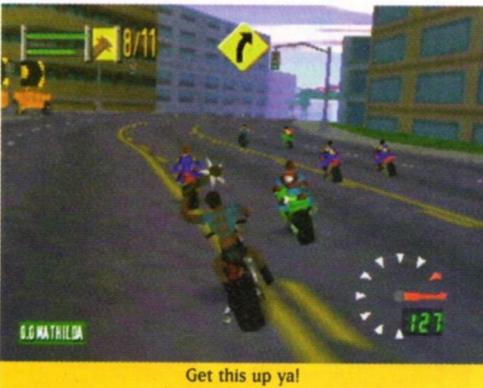
Each race features, roughly, ten riders but there are usually only four different looking characters at any time. I don't know why this is the case because as the game progresses the pack changes, as the slower riders are left behind and newer speedsters replace them. The new guys look different so it would have been relatively easy to make all ten riders, in each race, different even if it was only a different coloured jacket. Plugging in the RAM pak allows access to a hi-res mode, as well as wide screen and letter box modes. The graphics are so dull and barren that adding the extra resolution really doesn't improve matters.

**E**veryone has a little rebel spirit in them and I'm not just talking about the drink. The simultaneous desire to, indirectly, endanger the lives of others on the nation's highways and beat people up with assorted, club-type weapons has gotten many an open minded individual into all manner of trouble with the law. Luckily, video gamers are given the opportunity to do things that other people can only dream of doing, without earning a criminal record. Road Rash 64 is the latest in the series that stretches all the way back to the 16-bit days of the

Megadrive. The first RR game was the inspiration behind both my purchasing a motorcycle and my atrocious traffic ticket collection.

## Rash Strike

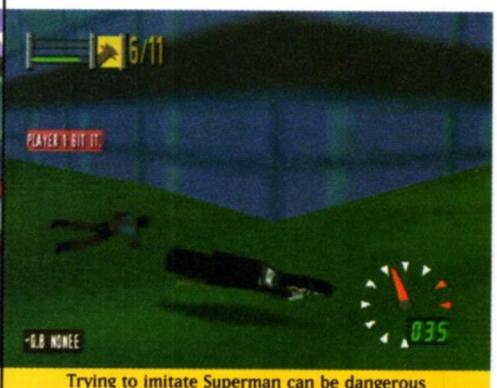
EA are recognised as being behind some of the best console games of the nineties, although, they are mostly sports titles, such as WCW Mayhem. The Desert Strike and Road Rash series are the exceptions. They are brilliant and non-sport based. For some unknown reason EA has decided to have THQ develop both these



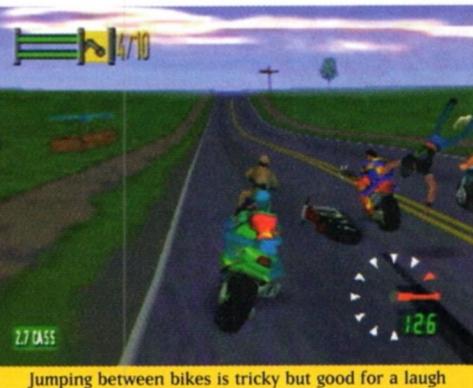
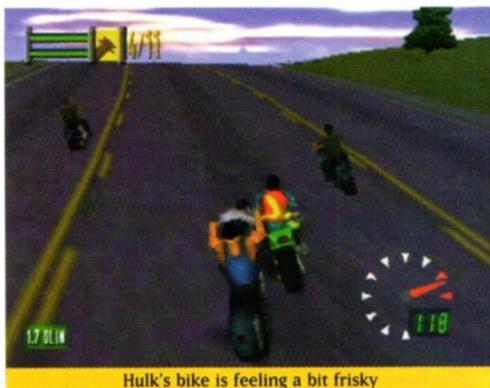
Get this up ya!



Hulk Hogan escorts the ambulance to safety



Trying to imitate Superman can be dangerous



The animations for the rashers are functional, making it very clear who is doing what to whom. The roads are much wider than in any previous incarnations of this series, allowing for very easy dodging through traffic (which tends to look very similar to the buildings, and is almost as stationary).

By now you've probably realised that the graphics are dull, simplistic and ordinary but there is a reason, a very important reason. Road Rash 64 has a fantastic frame rate. It has taken the F-Zero X philosophy of minimising unnecessary prettiness to increase the more functional aspects of the graphics. Even with ten rashers, a couple of passing cars and a few police vehicles on screen the frames never jerk. That is amazing, in itself but there is also a four player option included in this game. Road Rash is possibly the only racing game which allows four players to compete with computer racers included. Even Mario Kart, with its sprite characters, eliminates the CPUs once that third pad is used. The fact that RR maintains a steady and usable frame rate even with so much going on, makes up for all of its other graphical shortcomings.

#### The Leader of the Pack

The aim of Road Rash is to win races to earn cash, buy a better bike and continue to the next level. The game begins when you purchase your bike from the shop. There are two zippy racing bikes and two beefy outlaw bikes to choose from. Whenever you return to the shop, the next grade of each bike will be available. Each level has about six courses to qualify in, which requires a first, second or third position. They can be done in any order but all need to be passed to continue to the next level.

Unlike most racing games, it is practically impossible to break away from the pack. The finishing times for all competitors are usually within a couple of seconds. This can be a bit annoying if you are used to busting out early and never seeing anyone until the finish line but this game is about beating your opponents with weaponry as well as beating them to the finish line. When you cop too many blows your life bar drains to zero and you fall off

your bike, losing precious seconds. If it's a police officer who knocks you down you're knocked out of the race and fined for your troubles. If you crash too many times your bike will need costly repairs which also removes you from the race. The multiplayer section is the best part of the game. The graphics indicate that this is where THQ put in most of their efforts. Playing against three buddies and computer opponents is something I'd like to see more of in all future racing games.

#### Did you say something?

A lot of effort has gone into the sound for Road Rash. I'm not just talking about the screeching tyres and sounds of pedestrians screaming. This game has actual, whole songs contained within its plastic body, not just some looped computer music. Whether you are a fan of the hard rock, or not, this music is still very well done, pushing the N64 to its limits.

#### Plug me in

Road Rash is well worth playing for groups of friends. It's questionable whether there is much to get out of it in the single player mode. As I already have five versions of Road Rash on three different consoles, including the Game Boy, there is very little, in the way of new features. But most N64 owners wouldn't be in the same situation, so it's probably worth checking out. Road Rash is one of my favourite video games series' ever and this version is a lot better than the recent PlayStation game.

#### SECOND OPINION

I never actually bothered with any of the Road Rash titles on previous consoles, feeling that they were about as exciting as watching a documentary on the plight of feminism in Lebanon. However, after playing the N64 version, I found it quite enjoyable. Put aside the drab, bare graphics and you have a solid little game with great multiplayer gameplay, which is what it's all about. - Arthur

#### ALTERNATIVE ACTION

##### MARIO KART 64

Mario Kart is the next best thing for multiplayer battle racing, which is where Road Rash excels. If you're after another motorcycle game wait a couple of months and have a look at Supercross 2000 and ExciteBike 64.



#### THUMBS UP

- 4 player racing with computer opponents included
- Live your outlaw biker fantasy
- Smooth frame rate

#### THUMBS DOWN

- Very dull graphics
- Slightly monotonous gameplay



PUBLISHER: GT INTERACTIVE

DEVELOPER: THQ

GENRE: RACING

RELEASE: NOVEMBER

PRICE: \$99.95

RATING: G

PLAYERS: 1 - 2

RUMBLE PACK SUPPORT: YES

SAVE GAME SUPPORT: MEM PAK

#### LASTABILITY



#### GRAPHICS



#### SOUND



#### GAMEPLAY

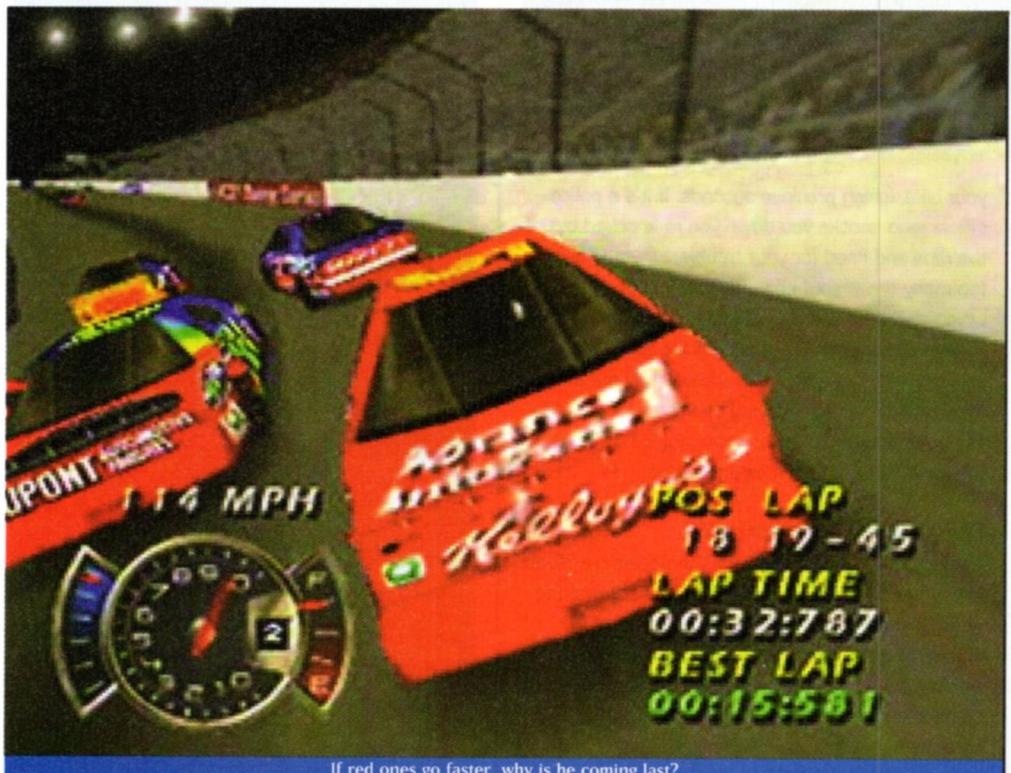


#### OVERALL

**79%**

# NASCAR 2000

Seb Fern was forced to review NASCAR 2000 as punishment, after we found him secretly watching Days of Thunder in the games room



The in-car view - just as boring as the normal view!

Ever wondered what it's like to race around in circles for four hundred laps? Ladies and gentlemen, welcome to stock racing. This is a sport with all the excitement of a heated game of checkers. So if you want your racing straight and long with a subtle bend to the left, strap on your heavy-duty jumpsuit and buckle yourself into your NASCAR. This is EA's second NASCAR game on the N64, following last year's NASCAR '99 (funnily enough). This time around, the major question for EA was how to improve on mediocrity. Stock car racing doesn't give you much to work with, so a NASCAR game would have to be something pretty special to get the attention of anyone but the most hardcore NASCAR fans - that's right, both of you.

#### Accurately depicting boredom

Stock racing is more about endurance than excitement, and with the championship mode your endurance is definitely tested. Or should I say patience? As a simulation, NASCAR 2000 is very accurate and if it's your thing, you may get a real kick out of it. But NASCAR '99 was already an accurate sim that really lacked in the arcade mode - EA hasn't really cottoned onto the fact that arcade play is meant to be fun; even when it's NASCAR racing.

If you're brave enough to go the whole hog, and trust me brave is the operative word, you can look forward to practice, qualification and four hundred lap races. Fortunately this insomnia cure can be toned down. You can choose from 3% to 100% of any given race. With all 18 official NASCAR tracks, all but the most fanatical fans will want to shorten the road to victory.

In accordance with the strong simulation feel of the game, there are 33 fully licensed cars updated for the 1999 season. The cars are fully customisable as you might expect. There

are also 33 active drivers, as well as past legends such as "The King" - no not Elvis, apparently some guy called Richard Petty. While these are necessary features for a game that wants to be the closest thing to being there, official licenses and full customisation are now the norm. In short, there's nothing special about NASCAR 2000's "new" features.

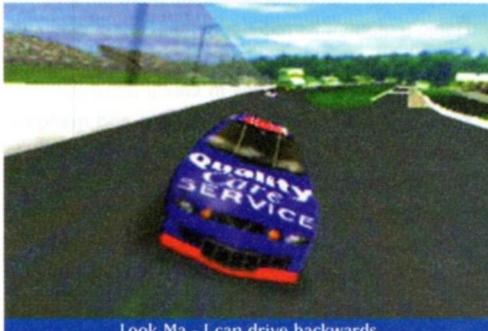
### Looks like you're going in circles

Once you start up NASCAR 2000 and get racing you may feel some sort of déjà vu; that is, if you ever played NASCAR '99. If you didn't play last year's game, you might as well be playing it now: graphically the biggest difference between the two games is the updated sponsorship stickers on each car. You'll find no great detail on the cars. You end up driving around in what basically looks like a 1986 Falcon with a spoiler.

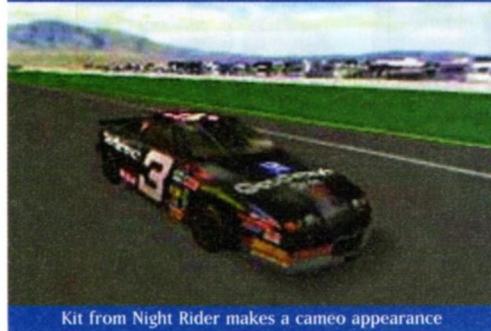
One of NASCAR 2000's "amazing" new features is the dusk-to-night transition. At first the track and sky picks up a slight yellowy-orange haze, gradually the colour becomes more prominent and gets darker. Unfortunately, this effect looks more like your TV is experiencing serious burn-in than night falling. Just when the colour is something like the aftermath of last night's Chicken Marsala, suddenly the sky goes pitch black and all the track lights come on. I can see only one reason for this lack of subtlety: this is the only way the game could possibly wake you up.

### Accelerate, brake and turn left.

That's it, that's all there is to playing this game. There's an extreme lack of subtlety to the controls. Mastering NASCAR 2000 requires mashing the accelerate button and then slamming on the brakes just enough to avoid the walls as you turn left.



Look Ma - I can drive backwards



Kit from Night Rider makes a cameo appearance

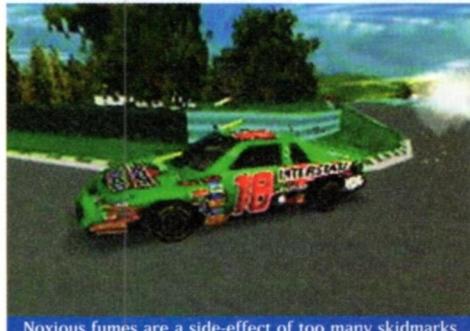


The guy in black believes in giving his knob a good wrench

### Same old, same old

The engine sounds are the same for all cars and almost identical to those of NASCAR '99. You're viewpoint won't change the tone of the cars and changing gears is barely audible. The sound only differs when you get close to another vehicle and even then it's only a matter of volume: this is very old news. EA claims that the commentary has been completely redone since last year's game, we can only assume "completely redone" means words have been shuffled around to form "new" phrases.

NASCAR 2000 could really be named NASCAR '99: Second Edition. The PlayStation version does have some great new features such as create-a-driver, new driver AI and interactive pit stops. Unfortunately, none of these features appear on the N64 title. Why, oh why, EA? The only way NASCAR 2000 attains any lastability is with those sad people who start a four hundred lap race and feel they just have to finish it. We've been here before and didn't like it the first time.



Noxious fumes are a side-effect of too many skidmarks

### SECOND OPINION

I thought golf and fishing were the most pointless sports ever recreated on the N64 but boy was I wrong. Two and a half laps of this game is so mind-numbingly boring that you'll be dreaming about the excitement of a fishing simulation. Dull is an understatement of biblical proportions.

- Narayan

### ALTERNATIVE ACTION

#### BEETLE ADVENTURE RACING

If you're desperate for NASCAR action, waste less money on NASCAR '99. Otherwise, if all you're after is a racer, go for anything except Off Road Challenge over this game. Beetle Adventure Racing is your best option for pure fun, but if you're after racing simulation, get over the stock cars and switch to Formula 1. F1 World Grand Prix 2 should fit the bill nicely.



### THUMBS UP

- Better than Off Road Challenge
- More up-to-date than NASCAR '99

### THUMBS DOWN

- Was I meant to write something here? I fell asleep
- Dizziness is the only thing that may prevent your brain from oozing out your ears



PUBLISHER: ELECTRONIC ARTS

DEVELOPER: EA SPORTS

GENRE: RACING

RELEASE: NOVEMBER

PRICE: \$99.95

RATING: G

PLAYERS: 1 - 2

RUMBLE PACK SUPPORT: YES

SAVE GAME SUPPORT: MEM PAK

### LASTABILITY



### GRAPHICS



### SOUND



### GAMEPLAY



### OVERALL

**51 %**

# Gex 3: Deep Cover Gecko

Just to prove we don't go easy on the girls, we gave Sharon Apple one of the lamest games of the issue

You only have to play Gex for a couple of minutes to be painfully reminded of exactly why we laugh so hard at PlayStation owners. Gex 3 is one of their best platformers and even though it's been improved for its N64 release, the game still plays like absolute tosh when compared to the better N64 titles. Oh well, come with me for some hearty laughter at Gex's expense.

### Oh no, not my babe!

In a completely original twist, the storyline in Gex 3 involves your girlfriend being kidnapped by none other than, your dastardly nemesis. To make things slightly more interesting than usual, your girlfriend is not your ordinary chunky construction of polygons; she's Marliece Andrada, of Baywatch and Playboy fame. She can't be that famous because I've never heard of her but the scattered sequences of full-motion video showing her whimpering for rescue do make a fresh change of pace.

### He's got how many moves?

Six! While respectable platformers like Mario and Banjo-Kazooie boast over 20 different moves, Gex is happy to jump, whip his tail, duck, long jump, high jump and stick his tongue out. The most depressing thing is that he only has one attacking move. This results in amazingly var-

ied gameplay. When the first enemy approaches you can whip him with your tail, then, just for fun, you can whip the second one with your tail. I don't want to spoil the game for you, but suffice it to say that when you get up to enemy number 743, you can... Yes, you can whip him with your tail. It's so much fun I could cry.

### What about the control?

Well, if you haven't already been overwhelmed by the staggering amount of moves our reptilian studpuppy can bust, you probably not going to soil yourself when you get a hold of

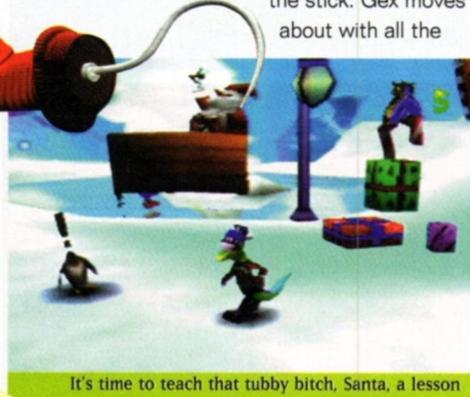
the stick. Gex moves about with all the

grace of someone attempting to scale Mount Everest in a Commodore. It's not so much that the control is sluggish, it's more a problem associated with uncoordinated activities. All you seem to do is run around clumsily jumping on the odd platform and whipping the odd object. There's no style and definitely no sophistication. I can't help but pine for Mario's spectacular triple jump or Banjo's elegant Kazooie-assisted long jumps.

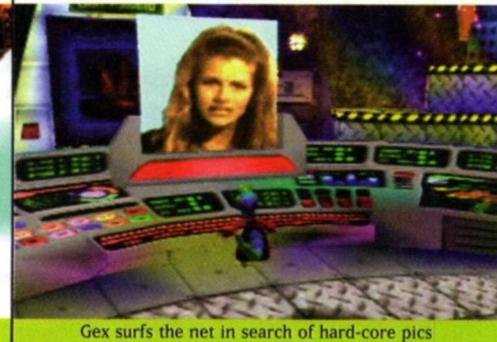
The automated camera angles, or lack thereof, are another nail in Gex's dead and buried gameplay. You have to stop and manually position the camera for every jump you want to make because the camera is always in a ridiculous position. You feel like you're trying to go somewhere, while the camera has become completely engrossed in the blurry rock texture you just ran past.



Gex takes a holiday at his favourite destination: the men only nudist camp



It's time to teach that tubby bitch, Santa, a lesson



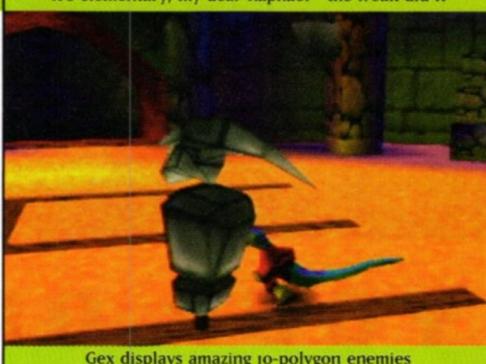
Gex surfs the net in search of hard-core pics



Gex hangs out with his Ninja Turtle buddy, Raphael



It's elementary, my dear Raphael - the freak did it



Gex displays amazing 10-polygon enemies

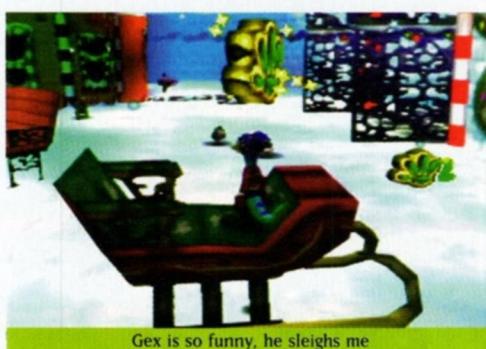
### So what can you do when you're not screaming?

When you manage to get past the irritating gameplay for a moment, you'll notice that there are a number of objectives on offer in the various worlds. Unfortunately, a staggering number of these so-called objectives simply involve slapping things silly with your tail. In the first level your three objectives include, killing the evil Santa (he shoots presents at you which you then whip back at him), killing five gnomes (surprisingly, you whip them) and creating five ice sculptures (being the incredible artist that he is, Gex creates his sculptures by whipping blocks of ice a couple of times). How did the creators come up with such dazzlingly imaginative objectives?

Thankfully, things improve slightly on the later levels. There are bonus stages in which you turn into a kangaroo to ring bells by kicking them (how many times have we seen that old one?). There are even some chances to use a magnifying glass as Sherlock Holmes to solve mind-bendingly difficult puzzles (okay, so I lied, they're actually pretty easy).

### Comedy, thy name is not Gex

One of Gex's trademark features is the witty dialogue that he spouts during the game. Prepare yourself for jokes like "Number 1, change the holodeck environment to something WARMER!" to be uttered in the ice level (it's a Star trek joke for anyone that just felt a whoosh of air over their heads). While comments like this one are mildly amusing the first time, Gex repeats each of them about 20-30



Gex is so funny, he sleighs me

times a level and nausea usually sets in after about the fourth repetition.

### I dream of a world without pixels

Actually, there isn't a problem with pixelised graphics in this game but I thought it sounded punchier than "I dream of a world without bland, uninspired backgrounds and choppy frame-rates". The graphics aren't terrible; the textures are of a decent quality and there is a fair amount of geometry on screen. Unfortunately, the jerky frame rate combines with the poorly chosen camera angles to make the game a very disjointed and awkward experience.

### I haven't got anything nice to say

For anyone still considering purchasing this game, obviously I've been a little too subtle in my critique. Therefore, let me boldly state that Gex 3 is a painfully average platforming experience competing against a multitude of superior examples, three of which are reviewed in this very issue. Buy not, my friends.

### SECOND OPINION

Gex, Schmex! This definitely isn't the worst platformer on the system (C'mon, there are the Bomberman and Chameleon Twist games to fight for that title) but it sure is a long way from being the best. I'll sum up the situation in two words: 'run away'! - Narayan

### ALTERNATIVE ACTION

#### MARIO 64

The ultimate platform extravaganza is naturally vastly superior to this game. Should this, however, prove not to be enough for you, then check out 40 Winks, Banjo-Kazooie, Castlevania, Jet Force Gemini, Glover, SpaceStation Silicon Valley, Rayman 2 or Tonic Trouble, because all of these are superior examples of the genre.



### THUMBS UP

- The wisecracks are funny the first time
- It has a Playboy bunny in it

### THUMBS DOWN

- Unoriginal, uninspired, unenjoyable and uncool
- There're too many 'un's in the game



PUBLISHER: NINTENDO

DEVELOPER: CRAVE

GENRE: 3D PLATFORMER

RELEASE: NOVEMBER

PRICE: \$99.95

RATING: G

PLAYERS: 1

RUMBLE PACK SUPPORT: YES

SAVE GAME SUPPORT: MEM PAK

### LASTABILITY



### GRAPHICS



### SOUND



### GAMEPLAY



### OVERALL

**66%**



### TUROK

As Acclaim are behind the Turok games and the current WWF games it is no surprise that the Dinosaur Hunter's wicca chest plate has been included as an accessory. Using a Cerebral Bore on Mankind would be an excellent move, had it been included.

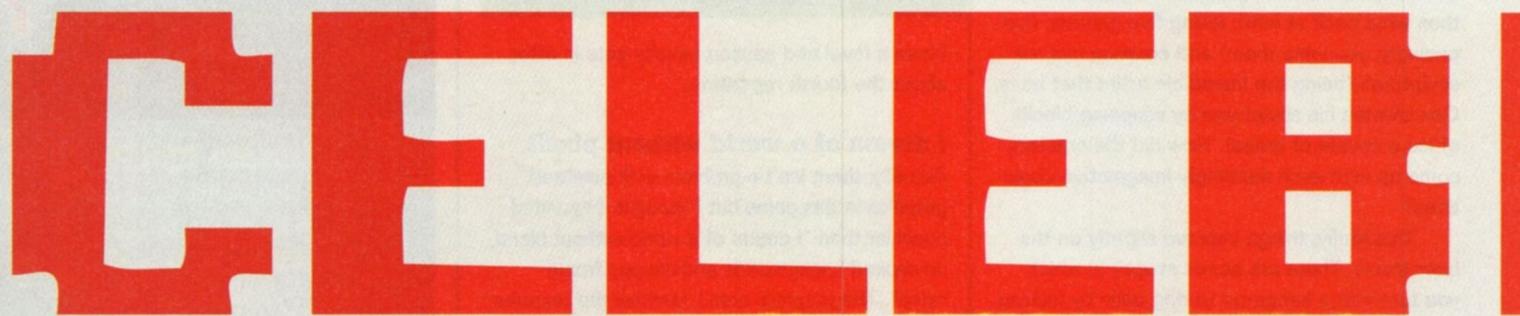
### SHADOW MAN

This may be a pretty poor interpretation of Acclaim's Number Two guy but there are rumours circulating that Shadow Man's skull chest piece is available once the game has been finished in Career mode.

### MICHAEL JORDAN

Okay, so Michael Jordan looks the same as Shadow Man. You can tell that it's MJ by the number on his singlet. After careers in baseball and basketball it makes sense that he'd become a pro wrestler. Fellow Chicago Bull, Dennis Rodman, has done it.

## CREATE YOUR OWN



Wrestling is possibly the best entertainment ever invented. All those electrifying herculeans performing great feats of human strength and bad acting. Nowhere else can you see such an array of oiled up,

steroid filled ego-maniacs. But sometimes that's not enough. Sometimes you really want to get into the ring, yourself, and bust some heads. Unfortunately, since you are probably a little,

wimp, you would get your ass whooped; you had better leave it up to the professionals. The Create-A-Wrestler mode, pioneered in Warzone, returns with attitude in the sequel. This section of the game can

### THE COLONEL

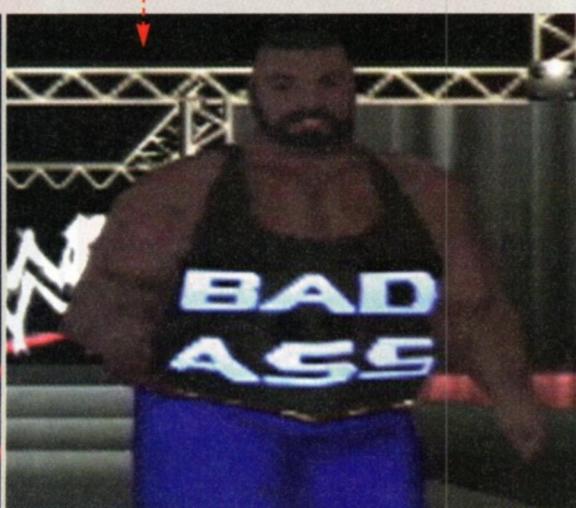
Direct from the slave markets of the United States southern states comes the white supremacist. I suggest selecting Ronald, MJ and Shadow Man to triple team his Kentucky Frying, battery chicken condoning toosh.

### BAD ASS

This 250 pound mass of blubber steals all his best lines from pro wrestlers so it makes sense for him to try and lay the smack down on The Rock.

### HERCULES

The son of Zeus is actually the inspiration for Wrestling. He predates even the Roman Gladiatorial Games which is like wrestling except it's not fake. (Wrestling is not fake - Arthur) This is the Kevin Sorbo version, from The Legendary Journeys.





## THE TERMINATOR

"I'll be back." Arnie was once crowned Mr Universe so it makes sense that he should be included in any group of large, scantly clad men who writhe around together on the mat.

## PAMELA ANDERSON

Fortunately Pammy has had her breast size reduced, as silicon implants are not included in the accessories section. She's spent the last few years getting smacked around by her hubbie, so getting a black eye is just part of her normal day.

## RONALD

Direct from destroying rainforests and encouraging bad dieting habits in children, comes the clown prince of sugar, starch and fat, Ronald McI-forget-his-name. The outfit is pretty inaccurate but he is still fairly recognisable.

# CELEBRITIES

basically be described as "Virtual-Barbie". If you've spent most of your childhood watching rugby, drinking beer and driving monster trucks, you may be unfamiliar with the finer points of "playing doll".

This guide has been put together to show you what can be done with the bodies, hair and clothes available. All of these celebrities can be created in WWF Attitude, but don't stop there. Create yourself, your

school teacher and that annoying neighbour, who lets his dog poop in your front yard. It's time to put on your sister's best dress and lay the smack down in WWF Create-A-Wrestler.

## NEO

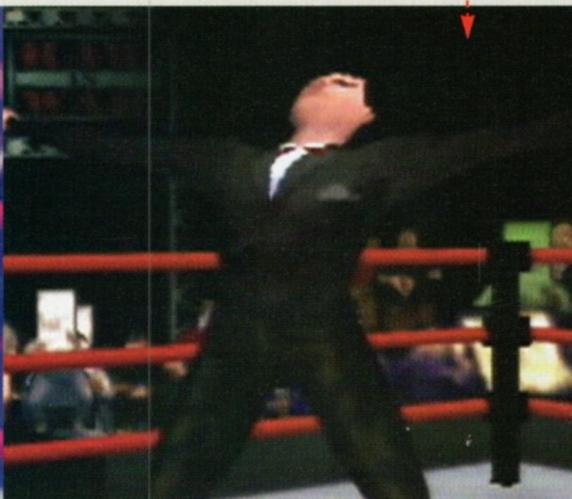
Matrix is the best sci-fi flick of the year (Okay, except for the Phantom Menace). Narayan has been running around in his black trench coat for the last six months looking for Morpheus and muttering something about the world being all a computer generated fantasy.

## JAMES BOND

Everyone has been hanging out for Goldeneye's N64 sequel. The unofficial sequel is Perfect Dark, which won't even star Her Majesty's most secret stud. If you want Bond in another N64 title this is where to find him.

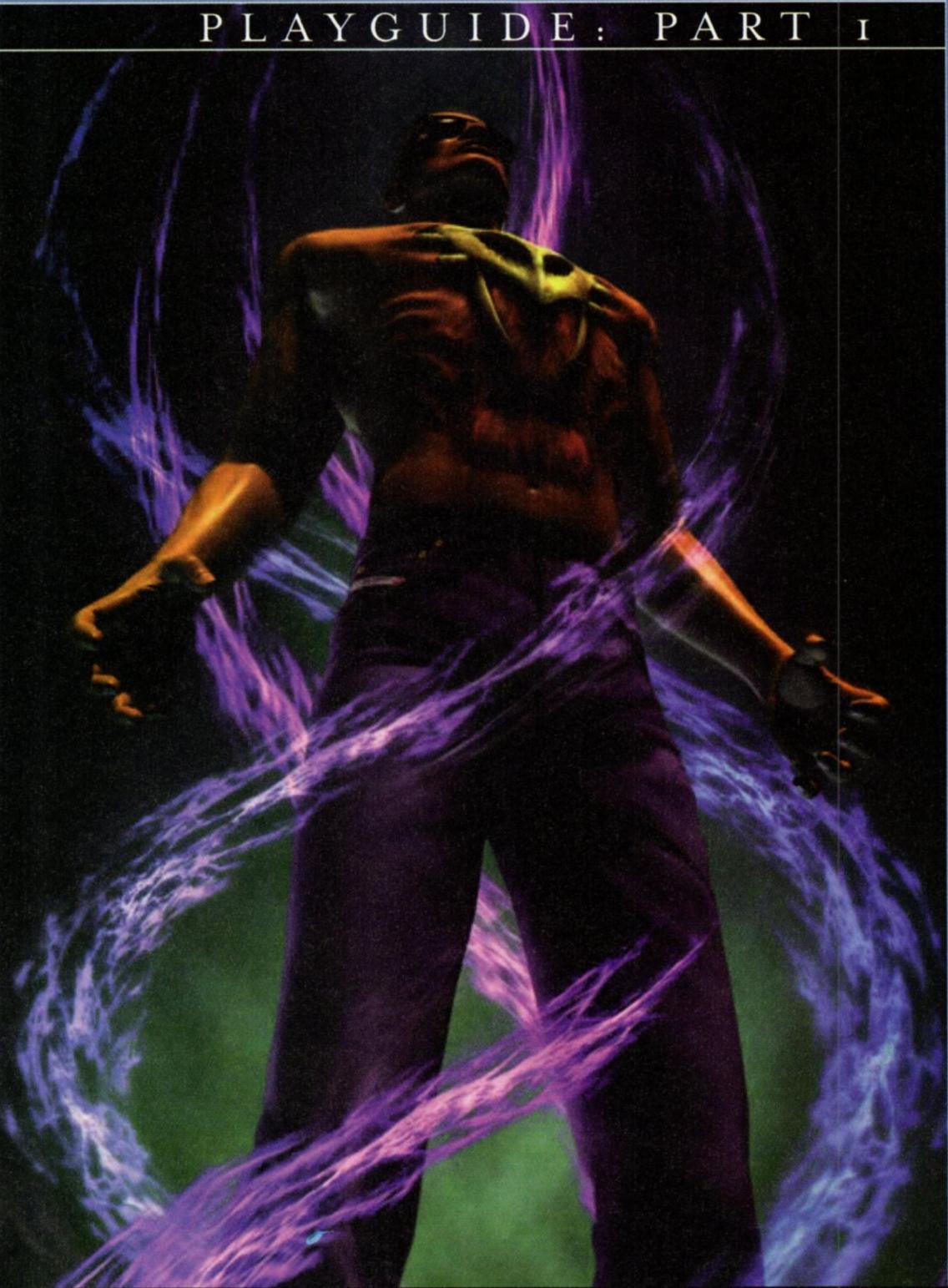
## MARIO

"It's a me, Mario!" This is what the tubby, little Italian would be like if he was a real person, instead of a comical cartoon character. God damn, that's a big fat ass!



# ShadowMan

## PLAYGUIDE : PART I



### Bayou Paradis, Louisiana

As you start, look immediately to your right and you will see a cadeau. Grab this and continue up the canyon. Jump the two gaps as you get to them, go through the pond and up the ramp. Jump the gap and approach the bridge. The middle section of the bridge will collapse, so jump as you are about a third of the way across it. Keep following the canyon, jump another water filled gap and you will come to a clearing with a boat run aground in a pond. After being cordially greeted by the rottweiler, go straight ahead and climb up onto the wooden walkway to continue up the canyon. Run past the two sheds (you can't get into these yet - but note the govi in the second shed) and swing across the rope spanning the gap to the mineshaft ahead. Go through the mine and at the end turn left to jump up and grab the ledge and shimmy across to the exit. Boost yourself up and head for the church doors, giving a wide berth to the rotties. (1) They will leave you alone if you don't get too near, and you will be safe once inside the church.

Rendezvous with Agnetta in the church, (2) and she will tell you about govi and give you your Desert Eagle and Luke's teddy bear. As you exit the church, avoid the rotties by running along the extreme right hand side of the churchyard. Go past the rusty fence and shoot the lock off the tomb door.

Enter the tomb, blow away the planks and drop into the water. Remember Mike can only hold his breath for so long, so you should keep a watchful eye on his air meter, located on the inside of your health bar. Also note that Mike swims faster if he has two free hands. Swim ahead and walk onto the wharf. Dive deep to find a submerged tunnel ahead and swim down the branch to the left to find the surface inside another mineshaft. Follow the shaft until you get

NICK O'SHEA DELVES INTO THIS HIDEOUS WORLD, SOILS HIS PANTS, GRIM



1



3

to a rope, drop into the gully, head right and you will run into some 'gators'.

As the 'gators are quite slow on land you can safely run past them - don't bother trying to kill them though - just pick a gap and run past until you get to a shed. Wade into the water to about knee depth, keeping an eye out for 'gators'. Using auto-targeting or sniper mode are good ways to spot them in the murky bayou waters. They are much faster and therefore more dangerous in the water, but strangely take much less damage to kill. Make handbags of them from a safe place, and when both of them (two 'gators) have been killed, it is safe to enter the water. Swim out to the shed in the middle of the water and dive to enter. Take note of the govi and boost yourself onto the floor. To the right of the govi is a shotgun. Now use Luke's teddy bear to go Deadside, to the Marrow Gates.

## Marrow Gates

Stride ahead through the knee-deep blood, and you will encounter two wailers. Kill them and keep going up the canyon and you will meet Jaunty. **[3]** After some conversation, Jaunty will open the Marrow Gates for you so you can proceed. Run down the tunnel, kill the wailer on the way, and you will come to a clearing. Turn left and kill the two wailers that get in your way, jump a gap and kill another wailer, then proceed down the path.

You will come to another clearing with a blood bloodfall on your left. Jump the gap to the left and follow the path into a passage with membranous seals on the walls. Continue along the passage and from the exit you will be able to see a wailer - but never mind him. Approach carefully as two shiverers will materialise, one in front and one back deep in the tunnel. Backtrack and take out the shiverer in the tunnel first, then the one outside. Blow away their wailer friend as well. Clamber up the wooden platform to the upper path. Keep on following

the path, jump two gaps and before too long you will find yourself on a platform on the other side of the pit. Jump the gap, go through the archway on your left and continue down the tunnel. Kill the wailer on the way and you will come to a level zero coffin gate. Walk up to the cross and press the action button to open the coffin gate. Then you will come to a chamber, run up to the pedestal in the middle. The teddy bear symbol will appear to indicate a new warp point, and then grab the book of prophecy off the pedestal.

Run back to the entrance of the chamber, and jump up and grab onto the higher side of the encircling path - this saves you running all the way around the long and boring path. Boost yourself up and circle left past the level 1 coffin gate (you don't have the shadow power to open it yet) along the path. Jump the gap and shoot the govi with your Shadowgun to release the dark soul. Collect it (noting the fiery block with the strange symbol behind it) and jump back over the gap in the middle of the path to return to the level one coffin gate on the opposite side of the room. Use the cross with your newfound shadow power to break the coffin gate, and pass through it. Run across the bridge (noting the level 2 coffin gate on the left) and keep going to get to the wastelands.

## The Wastelands

As you enter the wastelands, there will be two tunnels ahead and a ledge up to your right. Pick either tunnel and follow it until you get to the pool of blood. Take note of the door on the other side, and dive into the blood. Be on the lookout for manta rays. Now swim over to the door, pull yourself out of the water and press the switch to the right of the door, noting that the door is locked. This will shoot a tendon high across the pool. Drop down and enter the pool. Immediately to your right is a submerged tunnel. Follow it to the left and the right, being careful of manta rays. You will eventually come to a

point where you can surface, and find yourself in a subterranean cave. Turn around and climb out of the water. Ahead are a couple of shiverers and a mechanism. Kill them and activate the mechanism, this will open the door. Follow the tunnel back through the submerged tunnel, look out for deadwings **[4]** and go through the door. Go through a couple of sets of doors until you come to a chamber. On the left, across an unjumpable gap there is a govi, but you want to go straight ahead, jump over the lava and pass through an archway. Follow the passage and you will come to some open space and be attacked by some shiverers. There should be three in this area, so keep on your toes until you've killed them all. Hook around to the right, and at the back of the area is a pot with a cadeau in it. Keep following the ravine, and on the right will be a switch with two pots either side. The switch activates a nearby tendon.

Now walk up the gangway and jump onto the middle platform. Jump from the middle platform to the gangway on the opposite side, and then turn left and jump onto another gangway. Ignore the tunnel to your right to the moment and continue ahead to the tendon. Jump on and shimmy across. Follow the passage and you will come to a chamber. You will be greeted by a hideous midget thing with two heads. Pop a cap in its arse. Follow around the left side of the chamber, and jump up and haul yourself onto the ledge you find there. Follow the stairway to the right and you will find another midget, kill it and just behind it is a govi. Collect the dark soul inside and return to the ledge. Now make your way back to the tendon, shimmy across, turn right and enter the passage to your left.

Follow through the tunnel and you'll come to a clearing with a gangway leading down to your left. There are three more shiverers that are aching to be blasted into oblivion - oblige them. Turn right and you will see a pot under a hut on stilts. Ascend the nearby ridge - now you want to get into the hut. Getting to the hut involves a bit



of jumping, but by now it should be a cinch. Grab the cadeaux on the way, and enter the hut for another govi. Drop back down to the ground, and ahead and to the left is a bluish tunnel. At the end of the tunnel you'll find the govi that was teasing you earlier. Get it as well. Now you can leave the wastelands - for now. Go back outside, up the gangway, through the tunnel, drop down and turn right. Go through the tunnel, jump over the lava and through the archways. Jump along the stepping stones over the pool, onto the ledge and follow it to the left, looking out for deadwings as you do. As you reach the top of the ridge, line up the next ridge below you and skilfully jump down. Enter the passage to your left and follow your nose to return to the Paths of Shadow.

As you return to the Paths of Shadow, drop off the bridge and shoot the pot - it has a cadeau stored inside. Now open up the level two coffin gate with your newfound power. After the opening ceremony, head down the passage. Follow the path along until you get to another bridge in the right. Prepare yourself to enter the Asylum grounds.

## The Asylum

As you start you will be facing a pool of green ooze with pipes leading over it. Leap onto the first pipe and then jump the gap to the second pipe. Near the end of the second pipe, line up the doorway at a 45 degree angle and jump into it. Follow the slimy passageway and jump over the slime gutter as you proceed, noting the mechanism on your left. You can either go straight ahead through a series of three jump-and-hoists or take the passage on your right - it makes no difference - they both end up in the same chamber. Proceed through the square doorway, and the clash of two moving door traps will be ringing loud in your ears. Time your run and you will be fine. From there, drop from the passage into the outer yard of the Asylum [5] and approach the gates. You will get another teddy bear symbol, meaning another teleport point.

Move to the right hand side of the drawbridge and look down. You will see a sort of gutter leading off in both directions. Drop off to the right and head past the flames that shoot out and keep following the pipe. You will turn left and

have to boost yourself up and go through a passage containing another two crushing doors. As you pass through the second, walk off the edge and stop immediately as you land on the pipe. Turn left, avoid the flames and jump onto the platform. Turn right, wait for the moving platform and jump onto it as it arrives. Turn right again and look down to better judge the jump you have to do. Flick back to third person view and do a long jump onto the hexagonal platform. Jump across to the next platform, and then turn right and follow the pipe to the archway. Haul yourself up and follow the passage. As you reach the end of the passage, do a long jump onto the square platform across the lava. Turn left and wait for the moving platform. Jump to the next moving platform as it draws near, and then turn left to pre-



empt the dismount. Wait until the moving platform lowers so you can better judge the jump. Strafe a little to the side if you need to straighten up. After you land on the pipe, move ahead, go past the first flame and turn left and see the crushing door. Be careful not to let the second flame burn you, and jump over to the doorway.

Run along the passageway until you come to a grate on the wall in front of you. Strafe right and look down into the room from the ledge using sniper mode. Take out the wailers from here - they're just a container for extra health. Go through the door and turn right. Have your gun at the ready, because there are two lunatics with meathooks just through the archway ahead. Be very careful, for this stage of the game, they are very powerful. After you kill them, go through the archway at the end of the hall. Go past the cage and continue down the hall, looking out for meat hooks. Turn left and then right, and you should run into some more. Follow the short passage to a room and you'll find a govi. A dark soul is your prize. You will notice another govi up high and out of reach - you'll get this later. Go back through the passage and up the ramp with the red floor. Follow the passage past the locked door and go straight ahead for another encounter with two meat hooks. Kill them, jump up onto the boxes, haul yourself into the vent, go forward and drop down. You should see some barrels. Turn around and follow the vent along until you come to a hole. Pause at the edge and look down. You should see a meat hook - snipe him to death from the safety

of your perch. When he is dead, drop down and on the pedestal is the engineer's key. Use it on the box next to the door to unlock it. Now use it on the other box to disarm the large door.

Leave via the door, then go through the next door and you will find yourself in the room with the captive wailer. Turn right and go past the wailer and through the larger door on the right (that is now disarmed). Go through the short passage and out the door, kill the Tommy gun, blow open the govi and take the dark soul. Go left past the carriage into the passageway and you will run into another Tommy gunner - blow him away. Keep going and you will come to a control room with a meat hook busily attending to a panel - kill him. Further down the passage will be a doorway to the right and a Tommy gun at the end of the corridor. Kill him for this end, and then go through the doorway to battle two more gunners. Go back into the passageway and continue down it. You will come to another control room with a meathook and a govi in it. Kill him and bust open the govi for the dark soul.

Now return to the main chamber where you fought the two Tommy gunners and go through the door at the end. Unlock the door using the box and the engineer's key. Go through the door and you will be at the front of the Asylum. Turn about 30 degrees right and run over to the box and use the engineer's key. This will activate the crushing door in the passage further right. Go down the passage, run through a third crushing door, turn left then right and haul yourself up, and then drop down. Go through the passageway, over the pipe and across the bridge to leave the Asylum.

## Temple of Fire

As you return to the Paths of Shadow, turn left and open up the level three coffin gate to your left. Through the coffin gate and on the pedestal is the first component of the three part sacrificial dagger, L'Eclipser - La Lune. Get it, turn around and drop into the pit ahead of you. Break open the other level three coffin gate and proceed through it. Continue down the spiral ramp until you get to a doorway on your left. Go through it and follow the tunnel and you will come to a chamber, with lava in the middle, two coffin gates and a bridge to the left. Ignore the shiverers and head for the bridge.

Follow the passageway, and go up the ramp to the right, and make two jumps, hugging the right side of the cavern. When you come to the intersection, head right and until you come to the blood pool. Jump in and be on the lookout for manta rays. If you turn around underwater, you will find a submerged tunnel. Follow the tunnel right, right and then left and you will come to a larger underwater chamber. Looking out for more manta rays, turn right and swim through the

round opening. Surface, haul yourself out of the water and go through the passage closest to the water. Go straight ahead and you will find yourself in a large chamber. **[6]** Turn around and press the button on the pillar behind you. To pass the test you must find more switches like this one around the temple.

Now return to the bloodfall chamber where you came in, and go up the ramp to your right. At the top of the first flight of stairs will be a door with a blue light above it. Shoot the door and proceed down the tunnel. You will eventually enter a chamber with large pillars, spikes and spitting statues. Make your way to the top of the central pillar by jumping from the small pillars to slightly larger ones. On the central pillar is a button. Press this and two sisters will wake. Kill them, return to the spiral stairway outside, and continue ascending. Go through the next door on your left.

Go up the ramp at the left side of the chamber and follow it as it spirals up the outside of the wall. Duck, strafe and roll to avoid the spitting statues, make the jump and follow the ramp up to its apex. Press the button, turn around and run back down the ramp. There will be one sister straight ahead and two on the chamber floor. After dispatching the first one, drop down to the floor and take the other two out. Return to the bloodfall hub and enter the next test chamber, straight ahead.

This test chamber resembles a massive church. Jump onto the altar, and jump up again to hang onto the thin ledge. Shimmy along the thin ledge (you'll need two free hands for this), left or right, it doesn't matter. After a while the ledge will widen - haul yourself up and turn around. Make a couple of jumps until you are standing on a platform with a rafter leading to the centre of the chamber. Edge out carefully until the rafters cross, and line up a diagonal jump so you can jump down onto the platform with the button on it. Turn around and press the button, and drop down to the chamber floor to face off with the sisters. Now leave the room and continue up the spiral and enter the next test chamber.

Follow the spiralling ramp around to the right. The second doorway to the right on the way down has a govi through it. Grab the dark soul and continue to descend. When you get to the bottom, simply press the button and kill the sisters - be careful of the spikes on the floor as you are moving around. Jump back up onto the ramp, go up, jump the gap and leave this chamber for the final test, a little further up the outer spiral.

Go past the large doorway, and through a smaller doorway at the end of the ramp. Avoid the spikes and fireballs, and there are pots and a cadeau at the end. Return to the larger doorway, and go through until you come to the large chamber. Shoot the two pots for two cadeaux, and turn around to press the button for the final test. Drop



down to the floor of the large chamber and climb up the ziggurat. There will be a govi waiting for you at the top. Grab the dark soul and move forward. You will get another teddy bear symbol and you will be halfway through the Temple of Fire.

Go through the two portals, run ahead and jump over the gap. Time your run through the two scythes (you can duck or roll underneath them if necessary), weave through the massive hammers, and beware of the fireballs. Pass through the portal and jump onto the platform in the middle of the lava, then onto the next ledge and through the portal. Two parts of the path ahead give way underneath your weight, so jump over them just before you get to them. Make your way through the hammers, and jump over the gap, ducking as you land to avoid getting sliced by the scythe. Run past the scythe, up the stairs and through the portal - you will find yourself in a large chamber with a strange apparatus hanging from the ceiling.

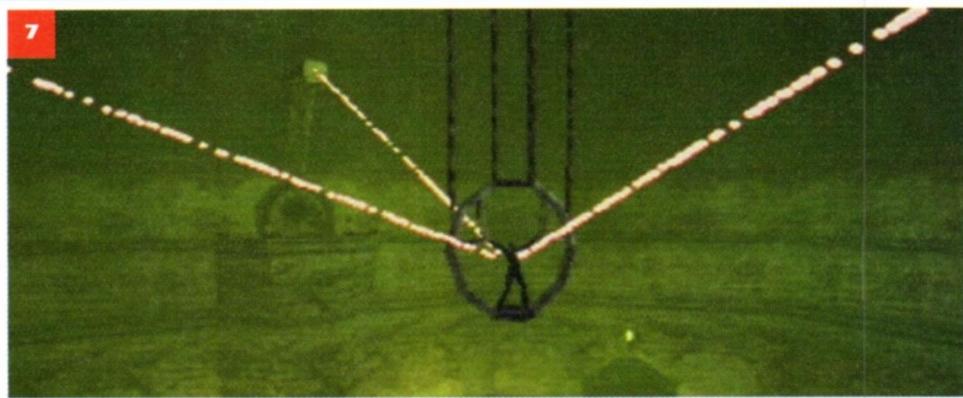
This device brands you with the Touch Gad - which basically gives you fireproof arms. To activate the device you need to activate switches on the walls of the chamber. This involves jumping from platform to platform over the lava and avoiding the voodoo sister who awakens as you activate the switches. Be prepared to get really good at judging jumps with precision or dying and returning to the start of the level.

Move to the ledge and look down to see the platform you have to land on. Move back to get a run up and execute a medium length jump off the edge. Turn left and line up a series of two jumps from platform to platform. You need to have the two jumps lined up first because the middle platform will sink into the lava under your weight, so dawdling is not a good idea. Turn left a little and head over to the switch at the back of the recess. Turn around and circle clockwise around to the next switch via the platforms in the lava using the tactics previously described. About when you get to the second switch, the blood mother should catch up with you - and she's a tough one. This chick floats around a lot more than the others and packs three times the sting. It's better to battle her on large platforms, like the large ones

near the switches or the central platform. Once you kill her, you can keep going clockwise to the next switch, and keep going until you have activated all five. Moving about the platforms isn't particularly hard so long as you judge the jumps well and keep on your toes. When all five switches have been activated, return to the central platform to receive the Touch Gad. **[7]**

After the process is complete, head to the far left hand corner. You will see a fiery block here, push it and follow the passage into a chamber with wooden ramps leading up to a fiery ledge. Before too long you will be attacked by four sisters - kill them and climb up the ramps. Grab onto the fiery ledge, shimmy to the left and haul yourself into the passage. At the end is a govi - receive the dark soul and then cross back over to the right side of the main chamber, near the fourth switch. On the right of the recess is a thin fiery ledge. Free up both hands, grab on and shimmy to the right. About half way along the ledge will be an opening, boost yourself into there. Follow the passage, and as you come to a room, turn left and jump over the gap to bust up a pot for a cadeau. Drop down and head for the far left hand corner of the room. In a niche there will be a switch - this will open a wooden door above you. Now turn left and go straight ahead. Nestled amongst the maze-like structure will be another switch to activate a tendon. Press it and climb back up to where you entered the room by climbing up the tall pillar nearby and jumping across. Grab onto the tendon, shimmy across and shoot the pot on the other side for another cadeau. Turn left 45 degrees and jump onto the platform there and then turn right to jump through the newly opened doorway.

Turn right and run up the stairs. You will enter a room with fiery blocks covering the entrances to smaller chambers. Of the five, don't bother with the central block and the nearest block - you'll just find a voodoo sister that is rather unhappy at being woken up. The near left contains a sister and a passageway. Head up the passageway and at the end you will find a govi. Grab the dark soul, and use your teddy bear to return to the asylum.



## Asylum - Second Visit

Instead of dropping off to the right, this time, drop off to the left. Follow the piping, avoiding the flames, turn left and pass through the crushing door. Keep going down the passage, pass through another crushing door and drop down onto the pipe. Follow the pipe up to the flaming vent while avoiding more flames. Free both hands, jump up and grab onto the vent. Shimmy your way around to the other side and drop off. Do the same to the next vent, and follow the pipe being careful to avoid getting burned. Jump onto the bottom of the ramp, head up and kill off the meathook on the way, pass by the caged wailer and turn right. Shoot the govi and grab the dark soul. Have your shadow gun charged, because there is a chainsaw wielding maniac wandering around the area, and at this stage in the game, they can take and deal out a great deal of punishment.

Return to the room with the caged wailer and follow on ahead. Kill the meathook and proceed past another caged wailer. In the next room is a govi and a meathook. Kill the meathook and grab the dark soul. At the T intersection at the end of the hall, turn left. Carry on up the passage, and when you come to a junction, turn right. Charge up your gun and kill the Tommy gun. The treasure he guarded is now yours - a dark soul. Turn around, and go back down the junction the way you came. When you return to the long hall, keep going straight ahead and to the right. You'll have an encounter with a couple more meathooks. Follow the ramp upwards, and to the right of the top is a chainsaw. Take him

down and then continue to the left.

At the end of the passage, you will see what looks like some kind of flying fox assembly. Jump up onto the boxes and very carefully jump onto the iron bar and walk out to the flying fox in the middle. If you fall, it is a long walk back. Drop onto the flying fox and dissect the govi for a dark soul. Now use your teddy bear to return to the Prophecy Chamber.

Kill the shiverer that greets you, ascend and cross over the central gap to where you found the first govi. Go up to the fiery block and push it. It will recede to reveal a room with another govi in it. Now go back through the level one coffin gate, drop off the bridge to the right, and pass through the level two coffin gate. Look out for shiverers, and drop down into the pit to your left and proceed through the level three coffin gate. Drop to the bottom of the spiralling ramp, and go through the opening slightly up the ramp. Go down the passage and run around the right hand side of the lava pit, killing the two shiverers as you do. Breach the level four coffin gate and proceed down the passageway that follows. You will enter a cavern with blood pools in it. Drop off to the right and shoot the pot for a cadeau. Jump back up, loop around to the left and cross the bridge you find there.

## The Cageways

Go left and take the high road, make three jumps and follow the passage. The passage will end, so drop down. Have your gun charged and blow away the two wailers loitering here. Free up both hands, jump up and grab onto the far wall and shimmy towards the crates. Turn around and make a flying leap from the crates over the fence. Blow holes through the two wailers, grab onto the tendon and swing towards the structure ahead. **[8]** Once over the fence, drop down and enter the building via the door. As you go through a second door, you will be attacked by a meathook on the right - kill him. Go up the ramp at the back of the room and you will find a meathook guarding a govi - ventilate him and take the dark soul.



Now go outside, skirt around the left side of the train and enter it through the door. In the next carriage is a caged wailer, and the carriage after that is a Tommy gun. The next carriage has another Tommy gun. Dispose of him and proceed. Run to the end of the engine room and use the engineer's key on the box. This will activate the train and take you to the Cageways.

Waiting at the station will be a Tommy gun - go outside and relieve him of his guard duty. As you exit the train, you will get another teddy bear sign - you can now teleport to the Cageways. Turn around and loop around to the right and pass through the large door. Wheel left and open the next large door also. There will be a chainsaw at the bottom of the stairs. Kill him and your reward is a govi at the bottom also. Look out for the steam that shoots out in this room. Wait for the cage to come through the large doorways and double back and then follow it through the large double doors. In this room you will do battle with two chainsaws. When you have finished them off, find the control panel in the far corner of the room and pull the lever. This will activate the cages above you. Turn left and ascend the stairs and get to the tendon that the cage operates on. Free up both hands and line up a diagonal jump such that you can grab onto the tendon with the cage behind you, and swing across the gap without it catching up and knocking you off. When you reach the other side, you want to do the same again, but this time with the cage in front of you, and you want to drop down onto the pile of crates below. This may take a little practice, so remain patient. When you do succeed, jump over to the adjacent pile of crates and blow the waiting govi open for a dark soul. Now drop down and go through the door near the stairway.

Down a bloody passage will be the next cage chamber, with a welcoming committee of two Tommy guns and a chainsaw. After smoking them, go up the stairs and jump from cage to cage, and then onto the pile of crates to free the dark soul inside the govi there. Now return to the train - you can either backtrack on foot or use the teddy bear. Go down to the flaming vents opposite the carriage.

Navigate your way through the vents and go through the door at the opposite end. Follow the passage and go through the door at the end. You will enter a room with pipes and moving cages. The barrels on the right have two cadeaux in them. Make your way to the other end, being careful to avoid getting knocked into the lava by the moving cages. When you reach the other end, line up a diagonal jump to the left to land on the platform - mind you don't hit the railing and plunge to a fiery death. Kill the meathook to the right and open the govi for a dark soul.

Now use your teddy bear and teleport to the Temple of Fire.

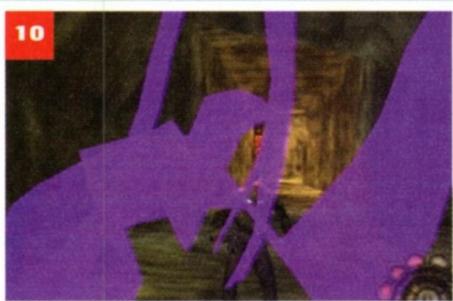


### Temple of Fire - Second Visit

Run straight ahead and drop down the ziggurat. Go straight ahead until you get to the bloodfall chamber and then turn left and ascend the stairs. On the way up you will have to contend with spikes and fireballs, but if you stick to the edge you'll be generally okay. At the top on the left is a doorway, go through and follow the passage. At the end is a fiery block, push it out of the way and continue, dodging fireballs where necessary. You'll come to a level four coffin gate **[9]**, open it and continue through. Jump down into the blood pool below and walk up to the pedestal. You will receive Poigne - magical bracers that allow you to climb blood bloodfalls. Turn left and climb up the bloodfall. Walk to the edge and you will see a govi on a ledge. Get a run up and jump over to the ledge - if you fail you need only turn around, climb up the bloodfall and try again. Get the dark soul and drop down into the blood pool below. Now backtrack to the bloodfall chamber. Climb up the bloodfall on the right as you exit the main temple. It contains a hidden treasure - a govi. Now use your teddy bear to go to Marrow Gates.

### Marrow Gates - Second Visit

Turn left and kill the wailer just next to you, then move ahead and kill the one in front of you. Now go slightly to the left and climb up the bloodfall to get the govi. Drop back down and follow the canyon around to Jaunty, killing the wailers on the way if necessary. Go through Marrow Gates, along the tunnel and turn left and follow the path. You will encounter a shiverer on the way, top him and continue. Instead of jumping over the gap, drop down and kill the two shiverers bathing at the base of the bloodfall, and the climb up it. Blow open the govi, take the dark soul, drop down and then loop back around to the right to the gap near the top of the bloodfall. Jump over the gap and go down the passage. Outside the tunnel you will run into two shiverers lurking about a wooden platform. Kill them, and jump up and follow the path as it curves to the left. Kill the shiverer and deadwing you encounter on the way, and the follow the curve right, jump over the small blood ponds, and finally over the gap and



through the archway. Run down the tunnel and through the level zero coffin gate until you get to the prophecy chamber. Then, turn right and boost yourself up onto the ledge and jump over the gap to where you gained the first govi. Push the fiery block, go through the passage and gain another dark soul. **[10]** Now run back through the level one coffin gate. Run down the tunnel and straight across the bridge to the Wasteland.

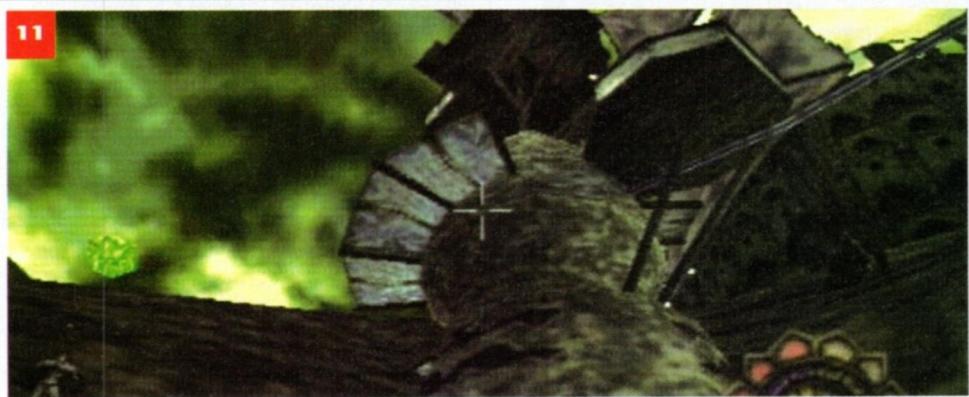
### Wastelands - Second Visit

As you re-enter the Wastelands, three shiverers will greet you, two in front and one up on the ledge to the right - send them all to oblivion. Choose either tunnel to reach the main blood pool. There will be three deadwings circling - kill them, and be careful in doing so, they are crack shots with their killer gollies. It's best to fire off a few shots (killing one if possible), and then retreat into the safety of the tunnel before you get wailed with deadly mucus. After they are disposed of, drop down onto the stepping stones. Find the bloodfall with the small square panel at the bottom. Call it bloodfall number one, count across left to right, and climb up bloodfall number three. Curve around to the right. There will be a blood pond with a wooden apparatus here. Kill the shiverer and the deadwing, and go through the passage to the right of the fire. You will come to a cavern with platforms and a massive blood pool. Kill the shiverer and jump onto the platforms that go around the edge of the cavern. When they stop, leap onto the platform around the central pillar and blow open the govi in the middle for a dark soul.

Now drop into the water, being wary of manta rays, and swim around until you find a submerged tunnel. Follow it right, left, right, left and then right again. Surface and you will be in an area with a massive windmill. **[11]** Surface again, and boost yourself up onto dry land. This is a good spot to kill the deadwings that are flying around. Now jump over to the windmill and begin the spiralling ascent. On a wooden platform on the way up is a govi, bust it open (you know what to do) and keep ascending. At the very top of the windmill is a switch - this will turn the windmill into the wind and start it spinning. Descend from the windmill and dive back to the cavern via the submerged tunnel. Surface, and run down the passage back to the wooden piers. Turning the windmill on will have set the flying fox into motion. Step onto it and jump off as it reaches the opposite side. Run up the pier to collect the dark soul.

Now return to the main blood pool and climb up bloodfall number one. Run upstream until you get to what looks like an igloo. Stop and kill the deadwing, then go around the back of the igloo for a cadeau in a pot. Now enter the igloo and receive the dark soul in the centre. Now move to the extension in front of you and look down. Line it up such that you can fall down onto the wooden walkway below. You will be immediately attacked by two two-headed midgets - kill them, and take Asson from the pedestal. Now go through the nearby doorway, and follow the passage to a level six coffin gate. Drop off the ledge to the right and cross the bridge ahead to return to the Paths of Shadow.

Drop off the bridge to the right and pass through the level two coffin gate. Follow the tunnel and then drop into the pit on the left. Kill the shiverers if necessary and pass through the level 3 coffin gate on the left. Drop to the bottom of the spiral ramp and go through the opening at the bottom. Follow the passage and skirt around the lava pit on the right hand side, and kill the shiverer if he stops your progress. Pass through the level four coffin gate and follow the passage. When you come to the blood pools head right and open up the level five coffin gate you find there. Inside on a pedestal will be another fragment of





L'Eclipser, La Soleil. After collecting La Soleil, keep going straight ahead and drop down the pit. When you reach the bottom, turn around and follow the tunnel to the right. Go straight ahead and cross the bridge to approach the Playrooms.

## Playrooms

Dive into the massive moat in front of you. Now turn around and swim towards a gap between the pillar and the earth. There will be an opening in the wall just below the waterline - swim into it. Surface, haul yourself out of the water and turn right. Follow the passage until you get to a green chamber. Turn right and jump up to the higher ledge and then follow the passage, you will soon find yourself on top of one of the massive pillars. Line up the corners and leap to catch onto the edge of the next pillar. Pull yourself up and go into the room ahead. There you will find a meathook and a Tommy gun guarding the mechanism that opens the hatch down in the moat. Dispose of them and use the engineer's key on the box.

Now dive back into the moat and swim through the hatch. Along the pipe, the first danger you will encounter will be a room full of manta rays. Kill them and shoot the barrels for a cadeau. Keep going and you will come to a couple of fans. If you can 'corkscrew' through the fans in their direction of rotation, you have a better chance of avoiding injury. Keep going and you will pass by some transparent sections of the pipe, another fan and finally come to a square chamber. Swim up and get out of the water as fast as you can.

On shore, you have three Tommy guns to contend with. **[12]** Kill them, and head down the ramp and then turn right down the stairs. A chainsaw and a Tommy gun will make their presence known. Now go through the door just to the left of the bottom of the stairs, turn right and go through the next door (you will get a teddy bear symbol) and kill the Tommy gun you find there. Now go back and return to the top of the staircase. Turn right and walk along the ledge until you come to a door - pass through it, and then turn right and go through the next door. Cross

over the bridge, go through the door at the end of it and when you come to an intersection, turn left. Run down the stairs and through the door and you will run into two Tommy guns - kill 'em. Now go up the ramp to the left and through the doors marked with a pentangle. Turn right, go up the ramp and through the next set of doors. Now go up the stairs and pick up the retractor.

Now go back to the intersection and turn right to return to the bridge. Dive off into the water on the right and swim over to the tunnel on the right. Pull yourself up, pass through the fan and climb up the bloodfall to your left. Follow the tunnel, and you will come to a large room with a large blood pool. Line up a diagonal jump to the left such that you clear the small fence and can take on the clown there without floundering too much. Kill him, bust open the govi to take the dark soul.

Now go back down the tunnel and return to the main chamber. Dive into the water and then shoot the hemispherical pile of goo. Swim down the pipe that has been revealed, being careful of the fans. You will come to a large chamber, and a clown will start firing on you almost immediately. Your best bet is to swim right and climb up the ledge to fight him as soon as possible, but you will most likely wear some damage here. Kill him and then turn right and follow the passage. You will come to an open area with a blood pool and be attacked by a gimp dog. Kill it, skirt along the right edge of the water and make a diagonal jump left into the piping. Climb up the bloodfall ahead and follow the passage and you will find yourself at the other end of the room that you last gained a dark soul from. Make a diagonal jump to the right, kill the two clowns and two dark souls are yours for the taking.

Backtrack down the tunnel, past the open area with the pool and over the fiery grating and go through the doorway ahead. Kill the clown and use the engineer's key on the box to open the hatch. Now run outside and dive under the water. Swim right and you will see some kind of opening - swim up through it. Haul yourself out of the water and then leave via the door at the other end of the room. Run down the passageway and

kill the clown on the way. At the other end of the passage, you will find yourself in a massive room with a blood pool to your right. Run up the ramp around to your right and kill the clown. Now skirt along the outer edge of the water to the right. Kill the clown and use the engineer's key on the mechanism to open the nearby hatch. Now return to the other end of the room and climb up the ramp and go through the door straight ahead. When you come to an intersection, go straight ahead and pass through the door on the right at the end of the hall. Use the engineer's key on the mechanism on the right to raise the water level in the other chamber and open the hatch here. Swim over to the tunnel on the right, jump up and haul yourself into it.

Run down the tunnel avoiding the fans and you will come to a long hallway. Run down the end, kill the two gimp dogs and pass through the doors. Twist through the passageway and you will come out a door with a govi to your left - you know what to do.

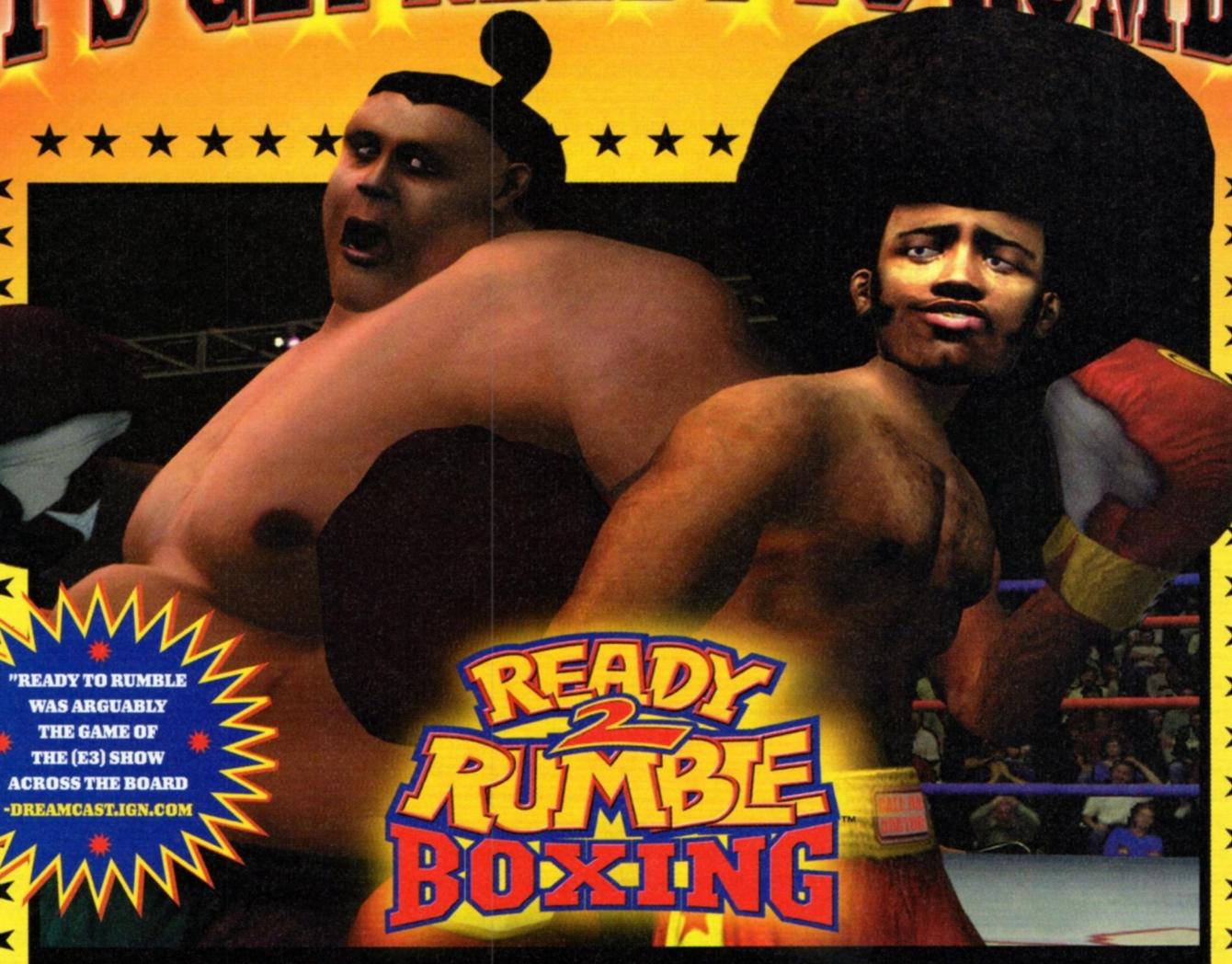
Now run over to the control panel and pull the lever - this will move the hook all the way to your end such that you can now swing across the cable. Go through the door on the right, twist through the passage and go through the door at the end. There will be a clown in a control room. Kill him and activate the mechanism. This will unleash the True Form downstairs. Now leave the room and return to the large chamber with the cable and the control panel. Run past the control panel and follow the platform. At the end of a narrow hallway on the left is a door, enter and kill the clown. The purple glow emanating from the device on the right suggests that it contains a dark soul - jump in and claim it. Now leave the room and drop down to the ground below. Turn right and follow the passage to a door. Turn right and then left and you will be where you gained the teleport point.

Go straight ahead, through the door, left, through another door and then up the stairs to your right. Hook right around the top of the stairs, go through a door, through another door to the left and you will be on top of the bridge again. This time, drop off to the right. Swim to the edge of the right, get out of the water and follow the passage to the right. At the end is a door, pass through it. There will be three clowns in the room, kill 'em all and go down the ramp on the right. Kill the three gimp dogs that you find and bust open the govi for another dark soul.

Now backtrack to the main chamber, skirt around the edge of the blood pool, dive into the far side and swim down the tunnel again. Swim through the hatch and go through the door. Follow the passage, go through the door at the end and turn right. Swim through the blood and enter the pipe. Follow the pipe and drop down into the water. You will swim past a grated area

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above you, and in the far right hand corner is a cadeau in a barrel. Grab it, turn left and haul yourself out of the water. Turn right jump up, kill the dogs and go through the door on the right. Follow the passage, go through the door at the end, and up the ramp on the right. You will come to a locked door and a mechanism. Operate the mechanism to unlock the door, enter the room, kill the dogs and take the dark soul. Then backtrack and go through the door ahead. You'll find another one of those dark soul dynamos. Kill the clown guarding it and jump in to receive the dark soul inside. Jump out and use the control panel to unlock the door, and use your teddy bear to return to the Paths of Shadow.

Turn around and jump up to the ledge on the left. Pass through the level one coffin gate, run down the passage and drop off the bridge to the left. Pass through the level two coffin gate, go ahead, drop down into the pit on your left and go through the level three coffin gate. Drop to the bottom of the spiral ramp and go through the opening at the bottom. Follow the passage, skirt around the right of the lava pool and enter the level four coffin gate. Follow the passage, head right when you come to the blood pools and pass through the level five coffin gate. Go past the pedestal, drop down into the pit ahead. Turn around, follow the passage to the right and then break open the level six coffin gate on your left as you come to it. Follow the passage and you will come to an expanse of lava with a wooden structure extending above it. Cross the bridge to the left to go to the Temple of Prophecy.

## Temple of Prophecy

As you cross the bridge, turn right and follow the passage. You may get attacked by a couple of two-headed midgets, but they are pretty soft, so kill them and continue. Run down the stairs of the temple entrance, and go through the door to the left, being careful of fireballs. Turn right and then left and you will come to a chamber with a large pillar in the middle. Run straight through, killing any voodoo sisters that get in your way and go through the door at the other end. You will now be in a room with a large crude statue holding a govi. Run around to the left (your left) of the statue, run up the ramp to the right and press the button. This will extend a stone block between the statue's legs and turn the bloodfalls on, as well as waking up two sisters. Kill them, and climb up the slab between the statue's legs. Turn left and jump up to the statue's right hand to shoot the govi and collect the dark soul inside.

Drop down and pass through the door on the left. Follow the passage and you will come to a room full of rotating fireball spitting statues and lava. Negotiate your way along the wooden beams, ducking under fireballs when necessary

until you reach the other side. Climb up, go through the door and go straight through the next door as well. There will be a wooden pole rotating over the lava. Jump up, grab on and swing in an arm length or two and turn around. As you pass over the wooden platform, drop down, jump diagonally over to the next platform and pass through the door. Follow the passage left and then right through the door. Take a running jump over the gap in the platform, duck under the scythe, and then jump onto the three other platforms, being careful not to catch a fireball. Pass through the door and follow the passage as it curves right, and go through the door at the end.

You will be in another large chamber with a large crude statue with a govi on its lap (that looks a little suspect). Drop down and to the right, and turn around and press the button. This will shoot a tendon over into the statue's chest and wake up two sisters. Kill them, climb back up and shimmy over the tendon to the statue. As you land on the lap the other two sisters will wake up, so quickly shoot the govi, grab the dark soul and drop down to take out the two sisters. When they are disposed of, turn around and leave via the left door.

Follow the passage and go through the door in front of you. Go ahead, duck under the scythe and proceed to the right, being careful of fireballs. Push the fiery block ahead of you (this will make it easier to get to here in future) and backtrack and take the left fork. Duck under the scythe and go up the ramp to the right. At the top, look out for fireballs, and line up a jump diagonally to the left to the next wooden platform (you may have to shoot some pots to make the jump easier). Once on the other side, pass through the two doors and then weave across the next walkway avoiding the hammer. Just time your run and you will be fine.

Pass through the two doors and you will enter a large lava filled chamber with some platforms. Jump onto the platform ahead of you, turn left and shoot the pot before attempting to jump onto the next platform. Jump up and grab onto the ledge above you and shimmy across to the right. When you go as far right as you can, pull yourself up slightly, and push jump. You will push yourself off the wall and land safely on the platform behind. Turn right, climb up and turn right again to line up a jump to the next platform. Once across, walk to the wall, turn left and drop down onto the wooden pier below. Turn left, wait for a fireball to pass and then jump across to the opposite jetty. Turn left and press the button to launch a tendon across the room. Turn around and jump back over to the first jetty. Turn right, pass through the archway

and climb up onto the stone block ahead. Turn around, jump over to the larger stone platform and turn left. You can now jump and grab onto the tendon (make sure you have both hands free) and swing over to the doorway.

Pass through the passageway and you will be in a room with a large ziggurat with a govi at the top. At the moment the stairway up to the govi is a sheer ramp that is unscaleable. You will have to skirt around the upper left side of the chamber, and you will come to a lever. When you pull this, for a short time the sheer ramp will become a set of steps. Jump and grab it and as drop off straight away. Make a beeline for the opposite side of the chamber, climb up the ledge and curve around the wooden platform to the left. Then turn right and start jumping up the steps as fast as you can. If you run out of time you will have to go and pull the level and try again. As you reach the govi at the top, the blood sisters will awaken. Quickly bust open the govi, grab the dark soul and drop down to battle them. When you are victorious, turn around and pass through the left most door.

Follow the passage to the next room. This room is incredibly easy by contrast. All you have to do is time your jump to avoid the first scythe, jump and grab onto the rotating bar, drop off, duck under the next scythe and you are through. Then go through the two doors ahead. Jump over the lava and onto the cage, and then off the other side. Be careful not to jump too early the second time - the downward slope can be deceptive and you may well come up short. Go through the short passage ahead and you will come to a room with massive hammers swinging from the roof. Time your jumps to avoid getting struck (both by the hammers and the fireballs - it helps if you are slightly to one side of the middle). After that just duck under the scythes and pass through the door at the end.

At the end of this passage you will be in yet another chamber with a large statue. Skirt around the upper left side and press the button you find there. This will open the statue's arms and waken a sister on the opposite side. Kill her and climb up to the right side and press the button there. This will lower a section of the statue's abdomen to reveal a govi, and again, wake a sister on the opposite side. When you have killed the blood sister, climb back up to either side, jump onto one of the statue's arms, then down onto its lap and claim the dark soul. Turn around and exit via the door on the left.

The next room has ramps going up the sides and a massive hammer swinging from the rafters. Defeat the voodoo sisters that attack you as you enter and proceed straight ahead. The next room contains a couple of voodoo sisters and a bloodfall. Kill them and climb up the bloodfall for a govi. Bust it open for a dark soul. Follow the pas-

13



sage ahead and you will find yourself back in the room with the large pillar, which now has blood cascading down it. Drop down and climb up the central pillar on the right side (that way you can avoid a lot of fire from the blood sisters). Turn around and jump onto the ledge.

Run down the passage and you will come to a room with a massive wooden apparatus in the middle. Drop down to the floor and press the button at the base of the apparatus to rotate it. This will also wake up two blood sisters - dispose of them. When you have killed them, press the button again. Now climb up the ramp that encircles the apparatus and swing across the protruding bar, being wary of fireballs (if one hits you, you will drop to the ground and have to climb up again). When you get to the other side, press the button there. This will open a compartment in the opposite wall, exposing a govi. Drop back down and press the button to rotate the apparatus two more times. Now climb back up and swing over the bar **[13]** to get the govi, and its dark soul. Drop down once more and press the button three times. Then climb up, swing across the bar and pass through the door to proceed.

The next room has you running across a narrow bridge, avoiding fireballs as you go. Just strafe a little, and it's a cinch. Go through the door at the other side. Follow the passage and you will come to another chamber with massive carved heads. Drop down, turn right and press the switch there. This will lower one of the heads and wake up one of the sisters (note that pressing the button will wake up the sister on the opposite diagonal). Kill her and repeat the process until all the heads are lowered and all the sisters are dead. Now climb up the bloodfall, turn right, jump and catch onto the ledge. Shimmy all the way to the right, then climb up slightly and do the trick where you jump off the wall. Now turn around, run to the other end of this platform and make a long jump over to the platform with the govi on it. Collect the dark soul inside and drop down. Go through the nearest doorway, push the fiery block that is blocking the passage and continue down the passageway.

Follow the passage, avoid the fireballs and you will come to a lava filled room with a cage in

it. Skirt around the right hand edge and go through the door. You will now enter a large room with ramps and more of those massive stone heads. Go around the floor pressing all four buttons. These will lower the large stone heads, clearing the path up the ramp, and reveal a sister lying dormant behind each head. Start running up the spiral ramp. When you get about halfway, it is probably a good idea to shoot the govi now. You want it ripe for immediate extraction when you reach the top. As is fairly predictable, the four sisters will awake when you reach the top platform, so grab the dark soul, drop to the ground and do battle from there. When they are dead, leave via the opposite door you came in.

After the short passage, you will be in a lava filled room with a platform that raises and lowers. Jump onto the tan platform next to you, and from there, jump onto the moving platform as it goes down. Then turn right and jump onto the tan platform diagonally to your right and over to the door. Run down the short passage and you will enter a maze like room. Go left, right, straight, right, left, right, right, left right. On your right will be a notch out of the massive stone wall where you can climb to the top of the maze a la Zelda. Then jump over to the door at the top of the maze and proceed. Go down the short passageway, through the door and turn right to go down a set of stairs. Go through the door on the right at the bottom and then through the door on the right again.

Through another door is a big descending jump over lava - you'll need a run up for this.

14



Then pass through a couple of doors and run past the sigil on the floor to the apparatus that brands you with the Walk Gad. **[14]** Now jump over the deep lava ahead of you - careful, this jump must be pixel perfect, so if you don't think you can make it you may need to find an alternate route. Make the jump and proceed through the two doors ahead. Go up the ramp to your left and curve around the wooden platform until you come to a pull-down lever. Jump and hang onto it, and turn around to face away from the wall - you can now see the cage rising. **[15]** Hang onto the lever until the cage reaches its apex - you'll hear a metallic clank - then drop down and run towards the ramp. Run up the first part, but instead of curving around, turn to face the cage, make a long jump and catch onto the bottom of the cage. Quickly pull yourself up, break open the govi, take the dark soul and escape through the break in the rear of the cage.

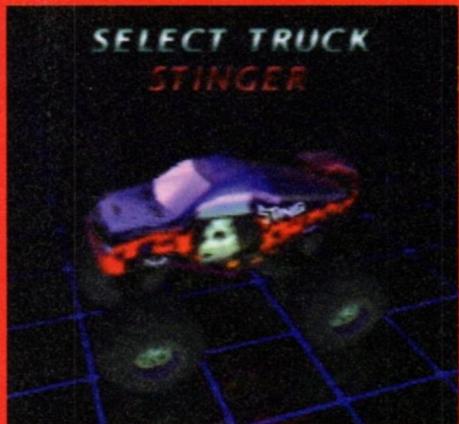
Now return to the chamber where you got the walk gad, turn right and head towards the door. Proceed through and run out onto the lava to the left. On the left side of the pillar will be a button. Press it to lower the pillar so you can jump up and collect the govi there. Backtrack to the gad chamber and this time go through the second door on the left. Pass by the moving platform and go up to the caged govi. Climb in and take the dark soul. Now use your teddy bear to go to the Asylum.

**Check out N64 Gamer #23  
for Part 2 of our funky  
Shadow Man guide.**

15



# Win Grand



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## Bust-A-Move 2

### Arcade Edition

#### Another World

At the main menu screen that reads, "Game Start", "Time Attack", and "Options", enter the L button, up on the D-pad, the R button, and down on the D-pad. This should give you access to "another world" full of new puzzles and all that dopey stuff found in the game. After entering this code, a little dude will appear in the lower right section of the screen. Select "game start" and when you select "Puzzle Game", it will say "Another World" underneath it. Press A and you'll go to another world!

#### Bonus Characters

Start a new Puzzle game, and at the screen where you choose your path, press Left, Left, Up, Down, L, R, L, R, L + R. If you do it right, a Character Select screen will appear.

#### Extra Puzzles

For more puzzles, press A, Up, B, Down at the Title Screen.

## The New Tetris

#### CPU Blocks Fall Faster

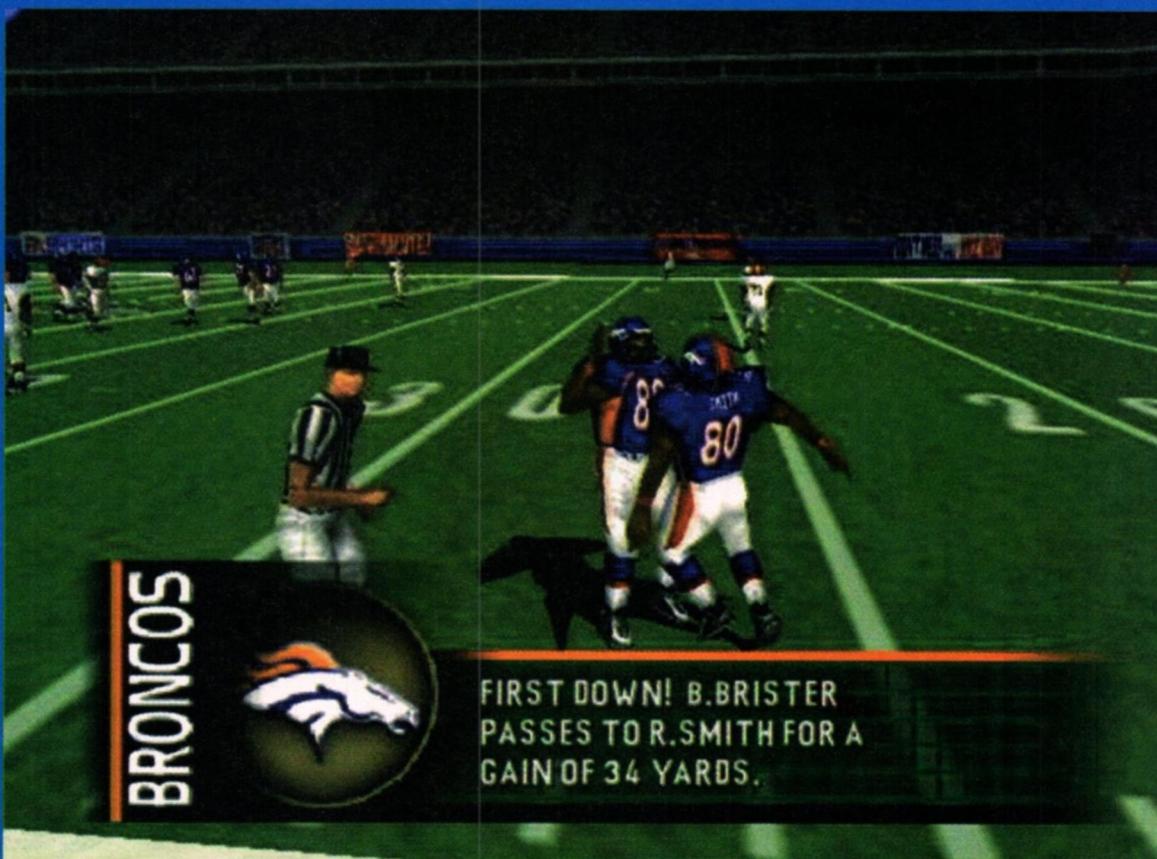
To make the computer's blocks fall faster, select single player, then enter "AI2EZ4U" as the player name.

#### Kaleidoscope

Set the music in the options menu to "Haluci" and set the music mode to CHOOSE. Now start a one-player game and enter your name as HALUCI. then go under ONE PLAYER and type in HALUCI as your name. Do not press START to get to the OK button, you have to manually go there with the D-pad. Press A and enjoy the show.

#### Player Blocks Fall Faster

To make the player's blocks fall faster, select single player, then enter "2FAST4U" as the player name.



## Madden NFL 2000

#### Always Win Coin Toss

To always win the coin toss, press Start repeatedly at the toss screen.

#### Passwords

To activate cheat(s), enter their codes at the Secret Code screen.

#### Description

#### Code

5 yard first downs	POWPARNER	1995 Colts	PREDATORS	Stadium (EA Sports) ITSINTHEGAME
10pt TD; 7pt field goal	DRBENWAY	1995 Steelers	TEAMPUNK	Stadium (Gridiron) KLAATU
20 yard first downs	FIRSTIS20	1997 Broncos	EARTHPEOPLE	Stadium (Maddenstein) COUNTMADDEN
100 yard field goals	BIGFOOT	1997 Packers	UNDRA	Stadium (NILE Hi) DENILE
100 yard passes	PIGSKINFLY	All 60's team	MOJO	Stadium (North Pole) XMASGIFT
1972 Raiders	GETMEADOCOR	All 70's team	SIDEBURNS	Stadium (Salvage Field) TENANU
1972 Steelers	DONTGOFOR2	All 80's team	BIGHAIR	Stadium (Tiberium) FEEDTHELIONS
1976 Patriots	HACKCHEESE	All 90's team	INTERNS	Stadium (Tiburon) WEPUTITHERE
1976 Raiders	GAMMALIGHT	All-Madden team	TEAMMADDEN	Stadium (Tiburon Bros.) COTTONCANDY
1981 Chargers	BUILDMONKEYS	Clown team	SCARYCLOWN	Alternate scoring rules DRBENWAY
1981 Dolphins	15MOREMIN	Comets team	ONESMALLSTEP	Curved space and time EMC2
1985 Bears	DOORNOB	EA Sports team	WEARETHEGAME	Defense scores easily FRAPLAPRO
1985 Dolphins	CHICKEN	Industrials team	INTHEFUTURE	Electronic sidelines STATICCLING
1986 Broncos	BLUESCREEN	Junkyard Dogs team	MADMADDEN	Players are harder to tackle TEFLO
1986 Browns	KAMEHAMEHA	Madden Millenium team	TIMELESS	Players are injury prone PAINFUL
1988 49ers	CALLMESALLY	Marshalls team	COWBOYS	Players catch better MAGNASAVE
1988 Bengals	PTMOMINFOGET	Monsters team	KTHULU	Players fatigue faster CHAINSMOKER
1990 Bills	SPOON	Mummies team	WRAPPEDUP	Players fumble more frequently ROLLERJAM
1990 Giants	PROFSMOOTH	NFL Millenium team	ALLTIMEBEST	Players have floating heads GUILLOTINE
		Praetorians team	DOASWEDO	Players have stiffer arms
		Sugar Buzz team	TREMENDOUS1_2	SMACKDOWN
		Tiburon team	SHARKATTACK	Players jump longer SPRONG
		Toymakers team	XMASFILES	Players run faster NO2
		Vipers team	PLAYWITHTHEART	Quarterback does not get sacked QBISINTHECLUB
				Quarterback does not throw INTs VICEGRIP
				Quarterback throws INTs PICKEDOFF
				Quarterback throws bullet passes

**FASTFORWARD**

Quarterback throws perfect passes

**QBINTHECLUB**

Team makes fewer penalties

**REFISBLIND**

View (Ball)

**VERTIGO**

## Magical Tetris Challenge

**Line Clear Graph**

Here's a neat hidden feature for Magical Tetris Challenge's Endless Tetris Mode. Start a game in endless mode and tap A and B at the same time during gameplay. This will switch on a graphical display on the 2P screen that shows how many lines you have cleared (divided into singles, doubles, triples, and so on). Have fun.

## Shadow Man

**Book of Shadows**

In the Asylum Playrooms there is a corridor with a number of locked doors. Go to the end of the corri-

dor and throw the switch to unlock the doors. Inside one of the rooms there is one green guy with a shotgun and something which looks like a pool table. If you jump on top of the pool table "Cheat Active" will flash on the screen and the book of shadows will be in your inventory next to Luke's Teddy Bear.

**Cheat Codes**

To get these cheats, go to the specific location noted below. When you get to the right place and do the right thing, a message saying "cheat activated" will appear. After it has said this, go to your inventory and open The Book Of Shadows. In it will be a list of all the cheats you have found. Use the control pad to turn them on and off.

**Deadside Shotguns- Cathedral of Pain**

In the control room beyond the Walk Gad lava, drop down the big shaft containing spinning blades. You will find it as you fall.

**Twig Boy-Gad Temple #1**

Go all the way through the flam-

beau maze, and just as you drop back into the big chamber containing Blood Sisters, stationary fire masks, and a big wide ramp leading up to a ziggurat switch.

**Play as Deadwing- Playrooms**

After going through a pipe, you will come to a hallway filled with doors on each side and a switch on the end. An easy way to know you are in the right hallway is by looking for the nursery. It is beyond one of the doors but is very noticeable as you run down the hall. Go into all the rooms until you come to the room containing a green table. Jump on the green table in the center of the room to find this cheat.

**Big Head-Gad Temple #2**

Find this cheat in the dark with flambeau doors. It is in the maze on the lower floor. If you just run around through the maze, you will eventually stumble upon it. It's probably the easiest to get because you will probably find it your first time in the maze as you try to find the way out.

**Flame Grilled-Temple of Life/Wasteland**

At the end of the temple of life there are 5 altars that let you extend your life meter. To get this cheat, run up to the second from right (fourth from the left) altar.

**Play as Bloodshot-Gad Temple #3**

To get this cheat, get into that small bonus room reached from the platform knocked down by the big hammer.

**Deadside Shotguns**

After you get off the tram into the Cathedral of Pain, go straight and on the left will be a ramp that leads down to a flow of coals between the two platforms. Run on the coals to the left until you get to some rotating spikes. Keep following the path until you find a hole with a pole sticking through. Fall on the left side. It should say "Cheat Activated". In your inventory there is a book of shadows. You can activate a cheat called "I like Deadside shotguns". Use the pad, not the stick to turn it on. Now you can use the shotgun on Deadside!

**Flame Grilled LeRoi**

To cover Shadow Man in flames, follow these steps. You must have at least 100 Cadeaux to pull this off. First, make your way to the very last room in the Temple of Life (it holds the Baton). Next, move to the last small room on the right, and press Action at the altar. Shadow Man will offer your Cadeaux in exchange for an energy upgrade. Press Action again at the altar. Shadow Man will say something about the Loa moving out of that altar. Run out and head to the altar next to the one you were just in. Press Action at the altar. If everything goes well, you should see a "Cheat Activated" message flash across your screen (in the way Luke's teddy bear does). Go into your inventory and you should see a new item, the Book of Shadows. Select it and your cheat should be there. At the time I found this, I had 24 Dark Souls, and that might make a difference, but I don't think so.

**Play as Bloodshot**

In the third gad temple (gad nager) go to the room where you have to make the big hammer knock over the pillar. Once you have knocked the pillar over, you can walk across it, but as you do so, there will be a small room to the right. If you successfully jump to it, you should see the 'cheat active' sign and you will now be able to play as Bloodshot.

**Play as Deadsider**

To play as Deadsider, use the teddy bear to go to the Gateway by Asylum. After doing so you will appear on a bridge over a pool of lava. Facing the door, drop off the left side of the bridge onto the trail below. Follow the path until you stumble upon a dark soul in a room with rafters. Jump onto the rafters - one of them will activate the cheat that will give you Deadsider!

**Play as Deadwing**

To play as Deadwing when you get to the Playrooms go to the room with the pool table. Jump on the pool table and it will activate the cheat and give you the Shadowbook.

**Secret of the Baton**

Stand in front of one of the altars that has fire rising from the center, the type that seem to serve no purpose. Activate the baton. You should warp to a previously inaccessible area.

**Stick Boy**

While working on the first trial of the loa (Temple of Fire area) in the area with two blood falls, go and find a room that has 3 voodoo sisters (blue witch things) and a large ramp. Kill the voodoo sisters and make your way up the ramp before the button at the top of the ramp look right and you'll see a pathway. Jump on to the railing stuff and jump at the pathway, keep trying and you'll eventually see "Cheat Activated" appear on the screen. Go to your inventory screen and you'll see the Book of Shadows, that is the cheat menu, open it and you now have Stick Boy!

**Wireframe Mode**

To access Wireframe Mode in the "Book of Shadows" go to Mordant Street, Queens and head to the top floor. Head inside the only door on the floor and go right. When you round the corner you will notice two odd looking floor panels. Jump over these and a message will appear on the screen saying Cheat Enabled. Now check your inventory and access the Book of Shadows (Note: If this is your first cheat the book will appear in your inventory now.)

**Shadowgate 64:  
Trials of the Four  
Towers****Cheat in Trial (Tower #3)**

When you gain access to the Inner Chamber (Tower #2), take all three rings, red, blue, and green. When you get to the 4th trial, (maze that mixes up the controls), equip the blue ring and your controls will return to normal and you can proceed through the maze like you were playing an ordinary area.

Once you step through the door at the end, remove the blue ring.

**Defeat the Warlock Lord  
and Belezar**

To defeat Belezar, put the dragon eye on the fake Staff Of Ages. Then, to defeat the Warlock Lord, put the Staff of Ages and the ring in the hands of the statue of Lord Jair. (Note: put the Staff of Ages on the statue FIRST and always wear the Ring of the Kingdom when handling the Staff of Ages.) After that, you will have beaten the game!

**How to find the Rusty Key**

Go to the room where you find a note to the custodian asking for another key to the underground tunnel. There will be a key between the column and wall. This key is very important.

**How to get into the Control  
Room**

To get into the control room you must first get the Stone of Thirst from Dorn. Then go to the grave on the side of the Chapel door, the one blocked by wood that you can pull away. Use the Ring of the

Dead to speak to the soul and then throw some Dragon's Tears on the grave. Speak to him again. He will tell you the Stone's incantation. Go to the reservoir (tunnels in excavation area 2) and use the Stone in the water. Climb down the ladder and up the ladder on the other side of the room. You are now in the Control Room!)

**Kaitlin's Slippers**

When you see a skeleton in the water way at the entrance to the Tower of Trials, the ghost will tell that she lost her slippers and can only go home with them. One slipper is in her room (the room with the fairy statue on the same floor you enter the tower) in the Tower of Disciples which can only be taken with the Ring of the Dead on. The other is in the First Excavation area where the miner is looking for ancient coins, give him the ancient coin and then go by him and get the slipper from the pile of trash in the corner. Return to the waterway and Kaitlin's soul will be at rest. Go back to Kaitlin's room and retrieve the Stone of Thirst from Dorn.



## Snowboard Kids 2

All Characters, Boards and Levels Straight from the developers comes the code you've all been waiting for. At the Title screen press Z, B, C-Up, Down on the d-pad, Left on the stick, Right on the stick, Up on the D-Pad, R, Z, A. NOTE: You must start a new game after entering this code. It will not work with saved games.

### Expert Mode

To access Expert Mode, complete Story Mode successfully.

### Head Start

When Mr. Dog says "GO" at the start of a race, hit the B button and you will get a rocket start.

### More Points in Trick Mode

To get more points in Trick mode, perform a variety of stunts! Variation triples the number of points awarded for each trick.

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626 Biohazard	667 Dynamite Boxing	710 Duke Nukem: Megaton	767 Resident Evil 3, D.C.	817 Tomb Raider	875 F-Zero X	934 Twinkie 8
627 Blood Omen	668 Elemental Gearball	711 Duke Nukem: Megaton	768 Resident Evil 4	818 Tomb Raider 2	876 F1 Pole Position	935 Wartards
628 Bloody Roar	669 ESPN Extreme Games	712 Duke Nukem: Megaton	769 Ridge Racer Rev.	819 Tomb Raider 3	877 F1 World Grand Prix	936 Wayne Gretzki 3D 98
629 Bloody Roar 2	670 FFA 98	713 Duke Nukem: Megaton	770 Rival Schools	820 Tombo!	878 F1 Pole Position	937 WCW / NWO Revenge
630 Bomberman world	671 Fighting Force	714 Duke Nukem: Megaton	771 Riven: Sequel to Myst	821 T. Makanen: World Rally	879 Fighters Destruction	938 World Cup 98
631 Brain Dead 13	672 Fighting Illusion: K1-Rev	715 Duke Nukem: Megaton	772 Road Rash 3D	822 Treasures of the Deep	880 Forsaken	939 Wipeout 64
632 Brigandine	673 Final Fantasy 7	716 Duke Nukem: Megaton	773 Ridge Racer Rev.	823 Triple Play 98	881 Fox	940 Wipeout Warzone
633 Bushido Blade 2	674 Final Fantasy 7	717 Duke Nukem: Megaton	774 Ridge Racer Rev.	824 Triple Play 98	882 Glover	941 Wreckless
634 Bust-a-Groove	675 Final Fantasy 7	718 Duke Nukem: Megaton	775 Shadow Master	825 Twisted Metal 2	883 Golden Eye	942 NEW!!!
635 Bust-a-Move 4	676 Final Fantasy 7	719 Duke Nukem: Megaton	776 Shane Warne 99	826 Twisted Metal 3	884 Hazen	
636 C. Contra Adventure	677 Future Kart	720 Duke Nukem: Megaton	777 Side Pocket 3	827 I.S. Soccer 94	885 I.S. Soccer 94	
637 Cupcom Gen. 1	678 Foraken	721 Duke Nukem: Megaton	778 Silent Hill	828 I.S. Pro 98	886 Air Force Delta (new)	
638 Cupcom Gen. 2	679 Frenzy	722 Duke Nukem: Megaton	779 Slim City 2000	829 I.V. Recklin' Ball	887 A-Life	
639 Cardinal Sin	680 Future Cop L.A.P.D.	723 Duke Nukem: Megaton	780 Skull Monkeys	830 I.V. Recklin' Ball	888 Blue Stinger	
640 Cart World Series	681 G Darius	724 Duke Nukem: Megaton	781 Small Soldiers	831 I.V. Recklin' Ball	889 Mario Kart 64s	
641 Chocobo Racing	682 G Police	725 Duke Nukem: Megaton	782 Smash Court 2	832 WarCraft 2	890 Mario Party	
642 Circuit Breakers	683 G Police	726 Duke Nukem: Megaton	783 Soviet Strike	833 WarHammer	891 King of Fighters Dream Match '99	
643 Code Name: Tenka	684 Sex: Enter the Gecko	727 Duke Nukem: Megaton	784 Street Fighter Alpha 3	834 WCW Nitro	892 Marvel Vs. Capcom	
644 Colony	685 Sex 3: Deep Cover Geckos	728 Duke Nukem: Megaton	785 Street Fighter Alpha 3	835 WCW/NWO Thunder	893 Mission: Impossible	
645 Colony: rally	686 Ghost in the Shell	729 Duke Nukem: Megaton	786 Spyre the Dragon	836 Wild Arms	894 Multi-Racing Champ	
646 Colonisation	687 Gran Turismo	730 Duke Nukem: Megaton	787 Star Wars: Masters Of Ter	837 Wild Arms	895 Nagano Wt. Olympics	
647 Colony Wars	688 Grand Theft Auto	731 Duke Nukem: Megaton	788 Steel Rain	838 Wild Arms	896 NBA Live '99	
648 Colony Wars: Veng.	689 Grand Tour Racing 98	732 Duke Nukem: Megaton	789 Street Fighter Coll 2	839 Wild Arms	897 NBA Hightime	
649 Command & Conquer	690 Guilty Gear	733 Duke Nukem: Megaton	790 Street Fighter Coll 2	840 Wild Arms	898 NBA in the Zone	
	691 Ninja . Shadows	734 Duke Nukem: Megaton	791 Street Fighter X-Alpha	841 Wild Arms	899 NFL QBack Club 98	
	692 Ninja . Shadows	735 Duke Nukem: Megaton	792 Street Fighter X-Alpha	842 Wild Arms	900 NFL QBack Club 98	

### PlayStation

853 MLB 2000	901 NHL Breakaway 98	944 Nightmare Creatures	984 Seal Colour mod
854 NFL Xtreme 2	902 NHL Breakaway 99	945 Offroad Challenge	985 Super Speed Racing
855 Asterix	903 NHL Breakaway 99	946 Quake 64	986 Virtua Fighter 3TB
856 Bugs Bunny: Lost in Time	904 NHL Breakaway 99	947 Quest 64	987
857 Triple Play 2000	905 NHL Breakaway 99	948 Rampage World Tour	988
858 DRIVER	906 NHL Breakaway 99	949 Rumble 2: Universal Tour	989
859 WWF Attitude	907 NHL Breakaway 99	950 Star Wars: Rogue Squadron	990
860 Bust-a-Groove 2	908 NHL Breakaway 99	951 Star Wars: Shadows	991
861 Ace Combat 2: Electrosphere	909 NHL Breakaway 99	952 Super Mario 64	992
862 Big Air	910 NHL Breakaway 99	953 Twitsphere	993
863 CHOC 2	911 NHL Breakaway 99	954 Top Gear Overdrive	994
864 Blood Lines	912 NHL Breakaway 99	955 Top Gear Rally	995
865 Snow Racer 98	913 NHL Breakaway 99	956 Twisted Edge Snowboarding	996
866 Sports Car GT	914 NHL Breakaway 99	957 Twinkie 8	997
867 V-RALLY 2	915 NHL Breakaway 99	958 Wartards	998
868 Warzone 2001	916 NHL Breakaway 99	959 Wayne Gretzki 3D 98	999
869 Tony Hawk: Pro Skater	917 NHL Breakaway 99	960 WCW / NWO Revenge	000
870 Wipeout 3	918 NHL Breakaway 99	961 World Cup 98	001
871 South Park	919 NHL Breakaway 99	962 Wipeout 64	002
872 Dino Crisis	920 NHL Breakaway 99	963 Wipeout Warzone	003
873 WCW Mayhem	921 NHL Breakaway 99	964 Wreckless	004
874 G-Police: 2: Weapons of Justice	922 NHL Breakaway 99	965 NEW!!!	005
875 Legacy of Cain	923 NHL Breakaway 99		
876 Tarzan	924 NHL Breakaway 99		

### NINTENDO 64

909 In-Fisherman Bass Hunter 64	944 Aero Bencing	984 Get Bass	001
910 All Star Baseball '99	945 AirForce Delta (new)	985 Godzilla: Generation	002
911 Mario Golf	946 A-Life	986 House of the Dead 2	003
912 Monster Truck Madness 64	947 Blue Stinger	987 King of Fighters Dream Match '99	004
913 Beetle Adventure Racing	948 Fighting Frc 64	988 Marvel Vs. Capcom	005
914 Fighting Frc 64	949 Dayton USA 2	989 Mission: Impossible	006
915 W.W. Attitude	950 Evolution	990 Multi-Racing Champ	007
916 Super Smash Brothers	951 Get Bass	991 N64	008
917 World Driver Championship	952 Mario Kart 64s	992 Star Wars: Episode 1-Racer	009
918 STAR WARS: Episode 1-Racer	953 Mario Party	993 Super Mario 64	010
919 Quake 2	954 Mario Kart 64s	994 Super Mario 64	011
920 Superman	955 Mario Kart 64s	995 Super Mario 64	012
921 Duke Nuke: Zero Hour	956 Mario Kart 64s	996 Super Mario 64	013
922 Ron Rash 64	957 Mario Kart 64s	997 Super Mario 64	014
923 Army Men: Ser. 3: Heroes	958 Mario Kart 64s	998 Super Mario 64	015
924 HOW Mayhem	959 Mario Kart 64s	999 Super Mario 64	016
925 Gauntlet Legends	960 Mario Kart 64s		017
926 A Bug's Life	961 Mario Kart 64s		018
927 Re-Volt	962 Mario Kart 64s		019
928 Rugsrats: Scavenger Hunt	963 Mario Kart 64s		020

# Buyer's Guide



The essential N64 checklist. Don't buy anything without checking its score here first.

## INDEX



Essential Purchase

Good Buy

Not Bad

Absolute Tosh

### Airboarders

Reviewed Issue #06

Racing/Sports • 2 1/2 • Overall 53%

Nintendo • No Rumble • \$79.95

- The idea of scooting around on hover boards is great but dull gameplay makes this a poor purchase.

### All Star Baseball '99

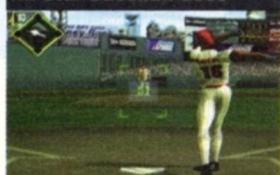
Reviewed Issue #05

Baseball • 3 1/2 • Overall 90%

Acclaim • Rumble • \$99.95

- A brilliant baseball game that is nearly as good as the sequel, so grab it if you see it going cheap.

### All Star Baseball 2000



Reviewed Issue #16

Baseball • 3 1/2 • Overall 91%

Acclaim • Rumble • \$99.95

- This is probably the best sports game on the N64. Incredible visuals, detailed options, near-perfect gameplay and the new replay mode make this a great experience. Fantastic.

### All Star Tennis

Reviewed Issue #12

Sports • 3 1/2 • Overall 59%

Ubi Soft • Rumble • \$99.95

- The N64's first tennis game can only be seen as a letdown. Some nice ball physics and reasonable gameplay are let down by poor visuals and dodgy collision detection.

### Automobili Lamborghini

Reviewed Issue #01

Racing • 3 1/2 • Overall 81%

GT Interactive • Rumble • \$99.95

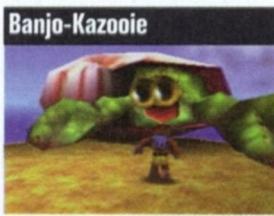
- Slick visuals and solid gameplay. Unfortunately, twitchy controls and a lack of real speed prevent this from being a great game. Still, it's a lot better than most N64 racers.



### 1080 Snowboarding

#5 • Racing • 3 1/2 • Nintendo • Rumble • \$99.95 • Overall 93%

- One of the best, if not the best, racing/sports games on the N64. Incredibly realistic graphics make this game a dream to look at and it handles just like you'd expect a real snowboard to feel. A definite purchase, even for those who don't like the sport.



### Banjo-Kazooie

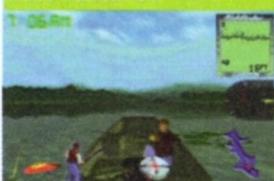
Reviewed Issue #07

3D Platformer • 3 1/2 • Overall 93%

Nintendo • Rumble • \$79.95

- One of the best looking and most enjoyable games. Huge, beautiful 3D worlds are full of simple and complex tasks that will see players glued to this game for weeks on end.

### Bass Hunter 64



### Bass Hunter 64

Reviewed Issue #20

Sports sim • 2 1/2 • Overall 52%

Nintendo • Rumble • \$99.95

- This game will appeal only to a small niche of gamers. There's nothing in this game

that makes it 'more' fun than actual fishing. Leans terribly on the boring side.

### BattleTanx



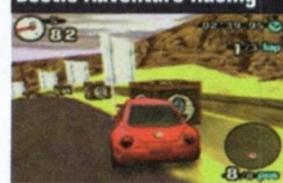
### Reviewed Issue #15

Simulation • 3 1/2 • Overall 74%

3DO • Rumble • \$99.95

- The action in the single player game is very repetitive and will not entertain for long. There is, however, a lot of enjoyment to be had from the multiplayer tank battles.

### Beetle Adventure Racing



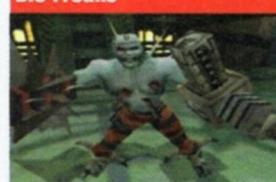
### Reviewed Issue #15

Racing • 3 1/2 • Overall 91%

Electronic Arts • Rumble • \$79.95

- That's right boys and girls. There's a new best racer in town. It may lack the high performance cars but it does however have a lot of a small word called "fun".

### Bio Freaks



### Reviewed Issue #06

Fighting • 2 1/2 • Overall 63%

GT Interactive • No Rumble • \$99.95

- One of the most violent and bloodthirsty games on any console, Bio Freaks is an average mix of air and land-based 3D fighting.

### Body Harvest



### Reviewed Issue #09

3D Shooter • 1 1/2 • Overall 68%

Gremlin • Rumble • \$99.95

- On your time travelling, alien slaying mission you get to control over 60 different vehicles. Nice ideas are ruined by the game's sloppy 3D engine.

### Bomberman Hero

#### Reviewed Issue #09

3D Platform • 1 1/2 • Overall 43%

GT Interactive • Rumble • \$59.95

- Bomberman's famous multiplayer mode has been removed in favour of this incredibly dull platforming action. Steer clear.

### Buck Bumble



### Reviewed Issue #14

3D Platform • 1 1/2 • Overall 87%

GT Interactive • Rumble • \$99.95

- Konami have updated their classic 2D platforming gameplay by introducing an epic quest and a sprawling 3D world to explore.

### Chameleon Twist 2

Reviewed Issue #15

3D Platform • 1 1/2 • Overall 52%

Playcorp • Rumble • \$99.95

• Hmm. How can I put this nicely? Chameleon Twist 2 is gameplay-challenged. This game is better than *Duel Heroes*.

### Chopper Attack

Reviewed Issue #08

3D Shooter • 1 1/2 Overall 65%

Midway • Rumble • \$89.95

• The 3D version of the *Desert Strike* series, *Chopper Attack* features good 'shoot 'em up' gameplay, but lacks anything really exciting.

### College Hoops

Reviewed Issue #13

Basketball • 4 1/2 Overall 23%

Nintendo • No Rumble • \$89.95

• The players look pathetic, and the gameplay is atrocious. If you want a basketball game, pick one of the N64's 3D platformers at random and it will be better than this.

### Command & Conquer



Reviewed Issue #19

Strategy • 1 1/2 Overall 79%

Nintendo • Rumble • \$89.95

• A perfect conversion of the PC classic, *C&C* lets you control an entire army. Although a little fiddly with the analogue stick, this game is well worth the purchase for strategy buffs.

### Crusin' World



Reviewed Issue #08

Fighting • 4 1/2 Overall 69%

Nintendo • Rumble • \$79.95

• Better than the original *Crusin' USA* in every way. Smoother graphics, better gameplay and more tracks... Still, the game is a bit of a bore.

### Diddy Kong Racing



Reviewed Issue #01

Racing • 4 1/2 Overall 92%

Nintendo • Rumble • \$79.95

Nintendo • Rumble • \$79.95

• DKR's single player game surpasses *Mario Kart*'s in every way but, unfortunately, the multiplayer mode doesn't offer anywhere near as much fun. A great driving game with a huge adventure mode that boasts tons of tracks, hidden characters and secrets, plus it packs such a challenge that it will have you playing for weeks. An excellent game.

### Dual Heroes

Reviewed Issue #05

Fighting • 1 1/2 Overall 18%

Nintendo • No Rumble • \$89.95

• This game hasn't been given the title of 'worst Nintendo game ever' for nothing. Ugly textures, horrid character design and earplug inducing sounds. Yuk!

### Duke Nukem: Zero Hour



Reviewed Issue #19

3D Shooter • 4 1/2 Overall 83%

GT Interactive • Rumble • \$89.95

• Duke Nukem tries it Lara Croft style in his new 3rd-person adventure. The game's Duke-humour is rife with sexual innuendo and an abundance of blood letting. Cool!

### Extreme G 2



Reviewed Issue #10

Racing • 4 1/2 Overall 71%

Acclaim • Rumble • \$89.95

• As a racing game *Extreme G 2* is beaten by *Wipeout* and *F-Zero X* in every single aspect. Graphics, gameplay and sound are inferior, but there's some appeal to be found for fans.

### F1 World Grand Prix



Reviewed Issue #08

Racing • 1 1/2 Overall 89%

Nintendo • Rumble • \$79.95

• Gamers searching for the

ultimate F1 simulation need not look any further.

### F1 World Grand Prix 2



Reviewed Issue #19

Racing sim • 1 1/2 Overall 92%

Paradigm • Rumble • \$89.95

• Basically a clone of its prequel, this racer boasts very few unique or new features. That said, this game's worth the purchase for anyone who doesn't own the original.

### F-Zero X



Reviewed Issue #08

Racing • 4 1/2 Overall 92%

Nintendo • Rumble • \$89.95

• Fast, furious gameplay combined with the smoothest visuals in any racing game on the N64 (60 frames per second) make this one hell of a ride. The multiplayer mode is brilliant.

### FIFA '99



Reviewed Issue #13

Soccer • 4 1/2 Overall 90%

Electronic Arts • Rumble • \$89.95

• Beautiful hi-res graphics, smooth control, a huge list of options and excellent sound make *FIFA '99* the best soccer game for the N64.

### FIFA: Road to World Cup '98

Reviewed Issue #08

Soccer • 4 1/2 Overall 83%

Electronic Arts • No Rumble • \$89.95

• A quality soccer game but you're better off with the sequel.

### Fighting Force



Reviewed Issue #08

Fighting • 1 1/2 Overall 89%

Nintendo • Rumble • \$79.95

• Gamers searching for the



### Gauntlet Legends

#20 • Adventure • 4 1/2 • Nintendo • Rumble • \$99.95 Overall 92%

• One of the best titles to grace the N64 since *Goldeneye*. A game which allows four player cooperative play and the ability to save and develop characters. An essential buy.

Reviewed Issue #18

Fighting • 1 1/2 Overall 68%

Nintendo • Rumble • \$89.95

• The idea of a scrolling 3D beat 'em up is a great idea, but sluggish and repetitive gameplay make this a tedious experience.

### Fighters Destiny

Reviewed Issue #02

Fighting • 1 1/2 Overall 82%

Roadshow • Rumble • \$89.95

• The game has plenty of hand-to-hand fighting action but lacks any flashy moves. Only consider it if you have *Mace* and *MK4*.

### Forsaken



Reviewed Issue #04

3D Shooter • 4 1/2 Overall 83%

Acclaim • Rumble • \$89.95

• *Forsaken* is an enjoyable blast fest that takes you through a robot-controlled future. However, the gameplay doesn't compete with the likes of *Goldeneye* and *Turok 2*.

### GASP

Reviewed Issue #09

Fighting • 1 1/2 Overall 19%

GT Interactive • No Rumble • \$89.95

• Strong competition for *Dual Heroes*' title as the worst game on the N64.

### Gex

Reviewed Issue #09

3D Platform • 1 Overall 72%

Electronic Arts • No Rumble • \$89.95

• A gambling game where you can't win any money? Yeah, I'd spend \$100 on that - NOT!

GT Interactive • No Rumble • \$89.95

• In the land of Marios and Banjos, *Gex* doesn't really size up. 3D graphics that can only be labelled as ordinary and the gameplay's fairly monotonous.

### Glover



Reviewed Issue #11

3D Platform • 1 Overall 83%

Nintendo • No Rumble • \$89.95

• The aim of this original platformer is to collect magic balls in each level, then use the glove's various tricks to make your way to the exit. Too frustrating.

### Goemon 2

Reviewed Issue #15

Platform • 1 1/2 Overall 82%

GT Interactive • Rumble • \$89.95

• The 2D platforming action is enjoyable but it won't appeal to players brought up on a diet of mind-blowing 3D extravaganzas.

### Golden Nugget



Reviewed Issue #13

Gambling • 4 1/2 Overall 29%

Electronic Arts • No Rumble • \$89.95

• A gambling game where you can't win any money? Yeah, I'd spend \$100 on that - NOT!



the best in its series and arguably the best fighting game on the N64.

### NASCAR '99

Reviewed issue #09

Racing • 2 1/2 Overall 53%

Electronic Arts • Rumble • \$99.95

- Constantly racing around identical oval tracks. Staying awake while playing this game is the greatest challenge.

### NBA Jam '99



Reviewed issue #10

3D Basketball • 2 1/2 Overall 82%

Roadshow • Rumble • \$99.95

- Fans of the original should be warned that Jam '99 has moved away from insane stunts and is now a more realistic basketball game. Still, the game is highly enjoyable.

### NBA Live '99



Reviewed issue #11

3D Basketball • 2 1/2 Overall 87%

Electronic Arts • Rumble • \$99.95

- NBA Live '99 is EA's latest and possibly greatest effort. It combines the realism of a detailed simulation, with the thrills and spills of arcade gameplay.

### NBA Pro '99



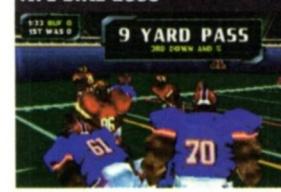
Reviewed issue #12

3D Basketball • 2 1/2 Overall 56%

GT Interactive • Rumble • \$99.95

- It's a bit better than last year's effort but it's no competition for the better basketball games.

### NFL Blitz 2000

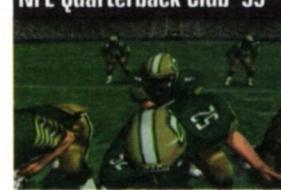


Reviewed issue #21  
Sports • 2 1/2 Overall 91%

Playcorp • Rumble • \$99.95

- It may not be as realistic as Madden 2000, however, this game is more enjoyable for most gamers because of its faster arcade action, and there's still plenty to interest the fans.

### NFL Quarterback Club '99



Reviewed issue #8  
Football • 2 1/2 Overall 90%

Acclaim • Rumble • \$99.95

- The graphics are incredible and the gameplay weaknesses of the original have been polished up a lot in this quality sports title.

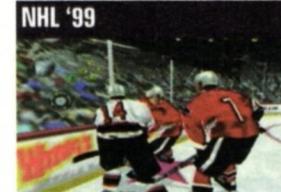
### NFL Quarterback Club 2000



Reviewed issue #21  
Sports • 2 1/2 Overall 77%

Acclaim • Rumble • \$99.95

- It's not a bad football game, but when you stack it up against the other football classics, other than tasty graphics, there's not much to find.



Reviewed issue #11  
Hockey • 2 1/2 Overall 91%

Electronic Arts • Rumble • \$99.95

- This is easily the best hockey game on the N64. It has all the options and plays you could ever hope for, plus the gameplay is perfect.

### NHL Breakaway '99

Reviewed issue #13  
3D Hockey • 2 1/2 Overall 61%

Acclaim • Rumble • \$99.95

- Anyone who has NHL Breakaway '98 may want to purchase this game if all they are after is some new box art. This game is a carbon copy of last year's efforts.

### NHL Pro '99

Reviewed issue #18  
Hockey • 2 1/2 Overall 52%

GT Interactive • Rumble • \$99.95

- The game's arcade feel will please some but I'd recommend buying a second copy of NHL '99 before you buy this, because one might get stolen.

### New Tetris



Reviewed issue #20  
Puzzle • 2 1/2 Overall 89%

Nintendo • Rumble • \$99.95

- If you enjoy using your brain, you can never go wrong with Tetris. Plenty of features and groovy multiplayer modes should keep you happy for yonks.

### Nightmare Creatures

Reviewed issue #12  
Beat 'em up • 2 1/2 Overall 64%

Kalisto • No Rumble • \$99.95

- The game lacks a two player mode and the single player quest involves mostly button bashing, which gets boring quickly.

### Off Road Challenge

Reviewed issue #07  
Racing • 2 1/2 Overall 44%

GT Interactive • Rumble • \$99.95

- Possibly the worst driving game on the N64. Run for your life.

### Penny Racers



Reviewed issue #12  
Driving • 2 1/2 Overall 59%

GT Interactive • Rumble • \$99.95

- Penny Racers is a poor man's Mario Kart.

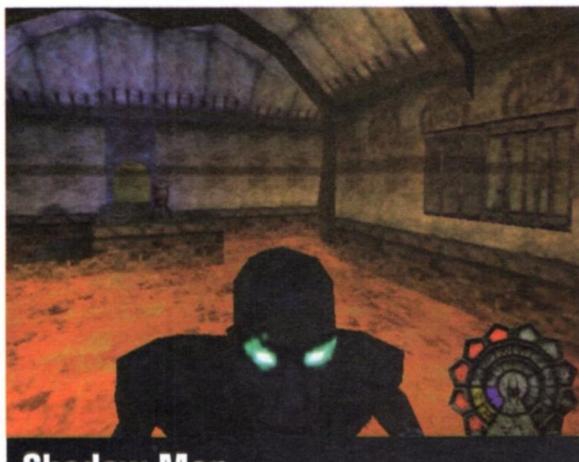
### Pilotwings 64



Reviewed issue #01  
Flight Sim • 2 1/2 Overall 89%

Nintendo • No Rumble • \$99.95

- Plays and looks just like the real thing, and provides you



### Shadow Man

#18 • Action • 2 1/2 • Acclaim • Rumble • \$99.95

Overall 94%

- This game is brilliant. It finally gives the mature gamers something they can be proud of. It has everything we want: buckets of blood, a real storyline (not just save the F#@\* Princess), gruesome weapons and a really challenging and interesting adventure. Buy it now - It'll make a man out of you.

with a great sense of immersion. You'll spend plenty of time exploring the huge maps and discovering all the secrets.

### Pokemon Snap



Reviewed issue #19  
Simulation • 2 1/2 Overall 92%

Nintendo • Rumble • \$99.95

- Sneak about in beautifully created Pokemon environments to snap a picture of the elusive Jigglypuff. Very easy to complete but great fun.

GT Interactive • Rumble • \$99.95

- The monster PC hit arrives on the N64, graphically dull, but still a highly playable conversion. Unfortunately, the multiplayer deathmatch bites hard.

### Quake 2



Reviewed issue #18  
3D Shooter • 2 1/2 Overall 91%

Activision • Rumble • \$99.95

- This game improves 500% over Quake 1. The graphics are much sharper, the gameplay is more responsive and the four player deathmatch is one of the best on the system.

### Rakuga Kids



Reviewed issue #11  
Fighting • 2 1/2 Overall 77%

Gt Interactive • Rumble • \$99.95

- Rakuga Kids never pretends to be a serious fighter. The characters are a bizarre bunch of cartoon creations but there's decent fighting action underneath its cute exterior.

**Rampage 2: Universal Tour**

Reviewed issue #16  
Action • 4/5 Overall 43%  
GT Interactive • Rumble • \$99.95  
• I can't think of anything positive to say about this dated game. So I won't.

**Re-Volt**

Reviewed issue #19  
Racing • 4/5 Overall 81%  
Acclaim • Rumble • \$99.95

• The graphics are impressive, the sound is excellent and it's challenging. Unfortunately, if you're looking for a quick bash of action, you may find this a little difficult to master.

**Rogue Squadron**

Reviewed issue #12  
Shoot 'em up • 4/5 Overall 89%  
Nintendo • Rumble • \$99.95

• Fantastic hi-res graphics, great shoot 'em up gameplay and plenty of different missions, round out a great game. Lack of a multiplayer mode is a bummer though.

**Super Mario 64**

Issue #01 • 3D Platform • 4/5 • Nintendo • No Rumble • \$49.95  
• I've said it before and I'll say it again: Super Mario 64 is the best game on the N64. Incredible level design that'll stun you at every moment, great catchy music and 15 huge, awesome worlds make Mario the ultimate 3D platform game. It's even better value now because the game is only \$49.95!

**Rugrats**

Reviewed issue #20  
Board game • 4/5 Overall 28%  
Nintendo - Rumble - \$99.99

• Mario Party managed to provide an enjoyable experience by adding mini-games throughout. Rugrats, however, does not. The only skill required is the ability to press a single button. Run away.

**Rush 2 Extreme Racing**

Reviewed issue #13  
Racing • 4/5 Overall 78%  
GT Interactive • Rumble • \$99.95

• Rush 2 is an enjoyable mixture of racing action and insane jumps. Rush 2 emphasises 'arcade' action with plenty of stunts and short-cuts. Don't expect serious racing though.

**San Francisco Rush**

Reviewed issue #01  
Racing • 4/5 Overall 68%  
GT Interactive • Rumble • \$99.95

• Not as slick as the sequel and lacks the stunt mode.

**Turok 2**

#11 • Shooter • 4/5 Acclaim • Rumble • \$99.95 Overall 94%

• The sequel of the decade is here and it's incredible. It features: huge levels chock full of stunning scenery; beautiful high resolution graphics; amazing weapons with jaw-dropping special effects; a great variety of vicious dinosaurs; sophisticated AI and a brilliant multiplayer deathmatch. Most importantly though, it's a highly enjoyable and compelling game that simply demands purchase.

**SCARS**

Reviewed issue #10  
3D Shooting • 4/5 Overall 68%  
Ubi Soft • Rumble • \$99.95

• Its biggest asset is the multiplayer mode. Four players screaming around the tracks blasting the crap out of each other is really quite fun. Single player game bites though.

• The game offers a mixture of genres that provides some enjoyment but when you think about how much better this game could have been, you'll cry.

**Smash Bros**

Reviewed issue #15  
Fighting • 4/5 Overall 89%  
Nintendo • Rumble • \$99.95

• Mario, Link, Yoshi and Donkey Kong all in the one game: what more could you want? Lastability is, unfortunately, the answer. Four-way fights with your friends are great fun but you'll get sick of the single player game in a couple of days.

**Shadowgate**

Reviewed issue #20  
Sports • 4/5 Overall 33%  
Nintendo - Rumble - \$99.99

• Shadowgate? Oh yeah, that game... Zzzzz... huh? You want to know about it? Well, it's really... Zzzzz... Where do I start with this pile of tosh? I know... Zzzzz... Truly boring and not worth... Zzzzz

**Shadows of the Empire**

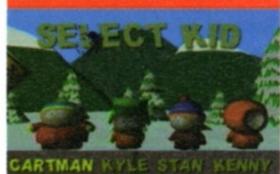
Reviewed issue #01  
3D Shooter • 4/5 Overall 69%  
Nintendo • No Rumble • \$79.95

**Snowboard Kids 2**

Reviewed issue #15  
Racing • 4/5 Overall 64%  
Nintendo • Rumble • \$99.95

• The first Snowboard Kids was a fun game. It came out during the N64's infancy when it was struggling to gain a col-

lection of quality titles. A year later, things are very different.

**South Park**

Reviewed issue #13  
Shooter • 4/5 Overall 61%  
Acclaim • Rumble • \$99.95

• This game is a 1st person shooter with a twisted sense of humour. Unfortunately, the gameplay is repetitive and gets boring quite quickly.



Reviewed issue #11  
3D Platform • 4/5 Overall 88%  
Directsoft • Rumble • \$99.95

• The original and addictive gameplay will grab you. You're a microchip which must complete tricky puzzles by taking control of over fifty different animals.



Reviewed issue #17  
Racing • 4/5 Overall 89%  
Nintendo • No Rumble • \$99.95

• With over twenty racing pods and more tracks than you can poke a lightsabre at, this game will keep you glued to the television for months. It's a bit easy though

**Starshot**

Reviewed issue #10  
3D Shooter • 4/5 Overall 37%  
Ozisoft • No Rumble • \$79.95

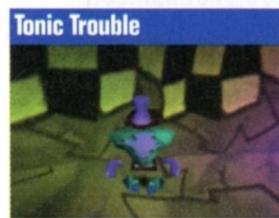
• The game has some imaginative ideas but a low frame-rate, awkward camera angles and some really unforgiving gameplay make this an incredibly frustrating experience.

**Superman 64**

Reviewed issue #18  
Action • ↑↑↑ Overall 26%

GT Interactive • Rumble • \$99.95

- Oh dear, this game is so putrid. I've seen three month old roadkill with more life in it than this game. Run away!



Reviewed issue #20  
3D Platform • ↑ Overall 79%

Nintendo • Rumble • \$99.95

- Another good 3D platformer that fails to capture the magic and charm of Mario 64 and Banjo-Kazooie. However, if you already own the said two, this game is well worth a try.



Reviewed issue #12  
Racing • ↑↑↑ Overall 78%

Nintendo • Rumble • \$99.95

- As a sequel to Top Gear Rally, TGO sadly retains many of the original's faults, like twitchy control. On the positive side, it has nice backgrounds and runs smoothly.



Reviewed issue #01  
Racing • ↑↑ Overall 87%

Nintendo • Rumble • \$79.95

- TGR's graphics are simple but highly polished. Troubles do arise with the control of the faster cars, but it's still easily one of the best rally games on any system.

**Turok Dinosaur Hunter**

Reviewed issue #01

**3D Shooter • ↑ Overall 88%**

Acclaim • No Rumble • \$99.95

- A great 1st-person shooter that offers incredible weapons and a huge quest filled with bionic dinosaurs.



Reviewed issue #14  
Snowboarding • ↑↑ Overall 31%

Playcorp • Rumble • \$99.95

- Nintendo showed us how snowboarding games should be done with 1080 and Boss Game Studios show us how they shouldn't be done with Twisted Edge.

**V-Rally**

Reviewed issue #10  
Racing • ↑↑ Overall 62%

Nintendo • Rumble • \$99.95

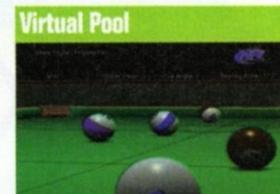
- V-Rally will be a wet dream for hard-core rally fans. The game's realism does, however, result in a frustrating experience that will put a lot of people off.



Reviewed issue #16  
Racing • ↑↑↑ Overall 76%

Activision • Rumble • \$99.95

- This game provides you with a lot of different vehicles, all packed with weapons. There's a decent multiplayer mode here and objectives spice things up. Not brilliant, but enjoyable.



Reviewed issue #14  
Pool • ↑↑↑ Overall 38%

Interplay • No Rumble • \$99.95

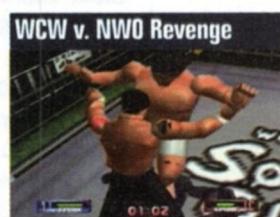
- Gamers who are dying for a great pool simulation can rest happy because this one is the best I've ever seen. But the rest of us, about 99% I'd be guessing, will just laugh.

**WCW Nitro**

Reviewed issue #14  
Wrestling • ↑↑↑ Overall 17%

GT Interactive • Rumble • \$99.95

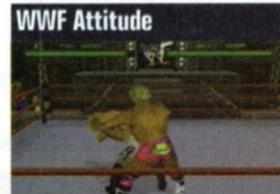
- The control of the wrestlers is unresponsive and the graphics are shoddy. The fact that it's a conversion of PlayStation title pretty much explains it.



Reviewed issue #11  
Wrestling • ↑↑↑ Overall 91%

GT Interactive • Rumble • \$99.95

- Everything has been improved for this sequel. There are now 60 wrestlers and a character creation mode. The original was so good though, that it may not be worth the money to upgrade.



Reviewed issue #19  
Wrestling • ↑↑↑ Overall 89%

Acclaim • Rumble • \$99.95

- It's time to bend someone into more shapes than Monica Lewinski, because Acclaim have given us a brilliant wrestler. It's not as easy to pick up as the WCW titles but it's incredibly detailed.

**WWF Warzone**

Reviewed issue #6  
Wrestling • ↑↑↑ Overall 87%

Acclaim • Rumble • \$99.95

- The original is a solid wrestler but the sequel improves upon it in every way.



Reviewed issue #08  
Golf • ↑↑↑ Overall 61%

Nintendo • No Rumble • \$79.95

- A playable golf game is hidden under some ugly 2D 'cardboard cut-out' scenery. Only one course with 18 holes

**Zelda 64**

#12 • RPG • ↑ • Nintendo • Rumble • \$99.95 Overall 98%

- The most anticipated game of all time finally hits the N64. Zelda has an absolutely enormous quest that draws the player into a complex plot about a young boy trying to defeat an evil sorcerer. Stunningly realistic graphics and perfectly balanced gameplay will have players mesmerized for months as they conquer every dungeon and explore every corner of its amazing world.

means that it will test even the greatest golfer's attention span.

**Wrecking Balls**

Reviewed issue #07  
Puzzle • ↑↑↑ Overall 49%

Acclaim • Rumble • \$99.95

- A decidedly lame puzzle game.



Reviewed issue #01  
Jet Ski Racing • ↑↑ Overall 91%

Nintendo • No Rumble • \$99.95

- Wave Race has the most realistic controls of any racer on the N64. The water effects will amaze you. The way the jet ski handles and the attention to detail in the game is brilliant.



Reviewed issue #19  
Racing • ↑↑ Overall 83%

GT Interactive • Rumble • \$99.95

- It flaunts super graphics and moves at a healthy frame rate. Some may be put off by the difficult handling physics of the vehicles, but once mastered it's an above-average racer.



Reviewed issue #03  
2D Platform • ↑ Overall 82%

Nintendo • No Rumble • \$99.95

- Impressive 2D visuals hide a severe lack of length and challenge. Probably the best 2D platformer on the system.

Have you got any old carts sitting around doing nothing? If so, send your details, along with the name of the carts you have, to the N64 Gamer Trader page. You can sell or trade them and then use the cash to go out and get more great N64 Gamer magazines! Also, if you are looking for some cheap carts to pick up, this is the place to be!

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5. Don't mention that the games are boxed or have manuals.

**NEW SOUTH WALES**

**N64 console** with 2 pads and 7 games - \$400.

Celal Yucel, Dean Park

**(02) 96263112**

**Space Station Silicon Valley**

-\$30.

Andrew Golsworthy, Mortlake

**(03) 55992050**

drewgolsworthy@start.com.au

**Wave Race** - will swap for Extreme G 2, Space Station Silicon Valley or Lylat Wars.

Sean Smith

**(02) 67784512**

**Lylat Wars** - \$20, or will swap for Mario Kart or F-Zero X.

No Name, Dubbo

Ring after 6pm

**(02) 68848136**

**Game Boy Camera** - \$30, Conker's Pocket Tales, will swap for Wario Land 2 Color.

Jesse Dore, Wagga Wagga

**(02) 69212814**

**Mortal Kombat 4** - \$25, or will swap for a good game. The Simpsons: Bart vs The Juggernauts - \$5, Mega Man 2 - \$10.

Patrick Smith, Woronora

**(02) 95216396**

**Clear Game Boy** - \$40, Standard Game Boy - \$25, Donkey Kong Land 2 - \$10, Wario Land 3 - \$10,

F1 Race - \$10, Battle Toads - \$10, Pool - \$5, Hyper Lode Runner - \$5, Island 2 - \$10, Double Dragon 2 - \$10, Super Mario Land - \$10, Wario Blast - \$10, Game Boy Gallery - \$10, Hook - \$10, Nigel Mansell's

World Championship Racing - \$10, Toy Story - \$5, Prehistoric Man - \$10, Tetris - \$5, the lot for \$200, or will swap for N64 games.

Mark  
**48785024**  
or Josh  
**48722079**

**Doom** - \$45, FIFA 64 - \$40.

Dean

**(02) 48365280**

**South Park** - \$80, or will swap for Rogue Squadron.

Tui Eruera, Tathra

**(02) 64941716**

**GoldenEye** - \$40, Diddy Kong Racing - \$40, Banjo-Kazooie - \$45, South Park - \$55, Nagano Winter Olympics - \$50, Tetrisphere - \$35, Yoshi's Story, or will swap for F-Zero X.

Roger Savage, Macksville

**(02) 65681130**

**roger209@hotmail.com**

**Diddy Kong Racing** - \$45, Wave Race - \$30, Cruisin USA - \$30.

Marly, Mullumbimby

**(02) 66843165**

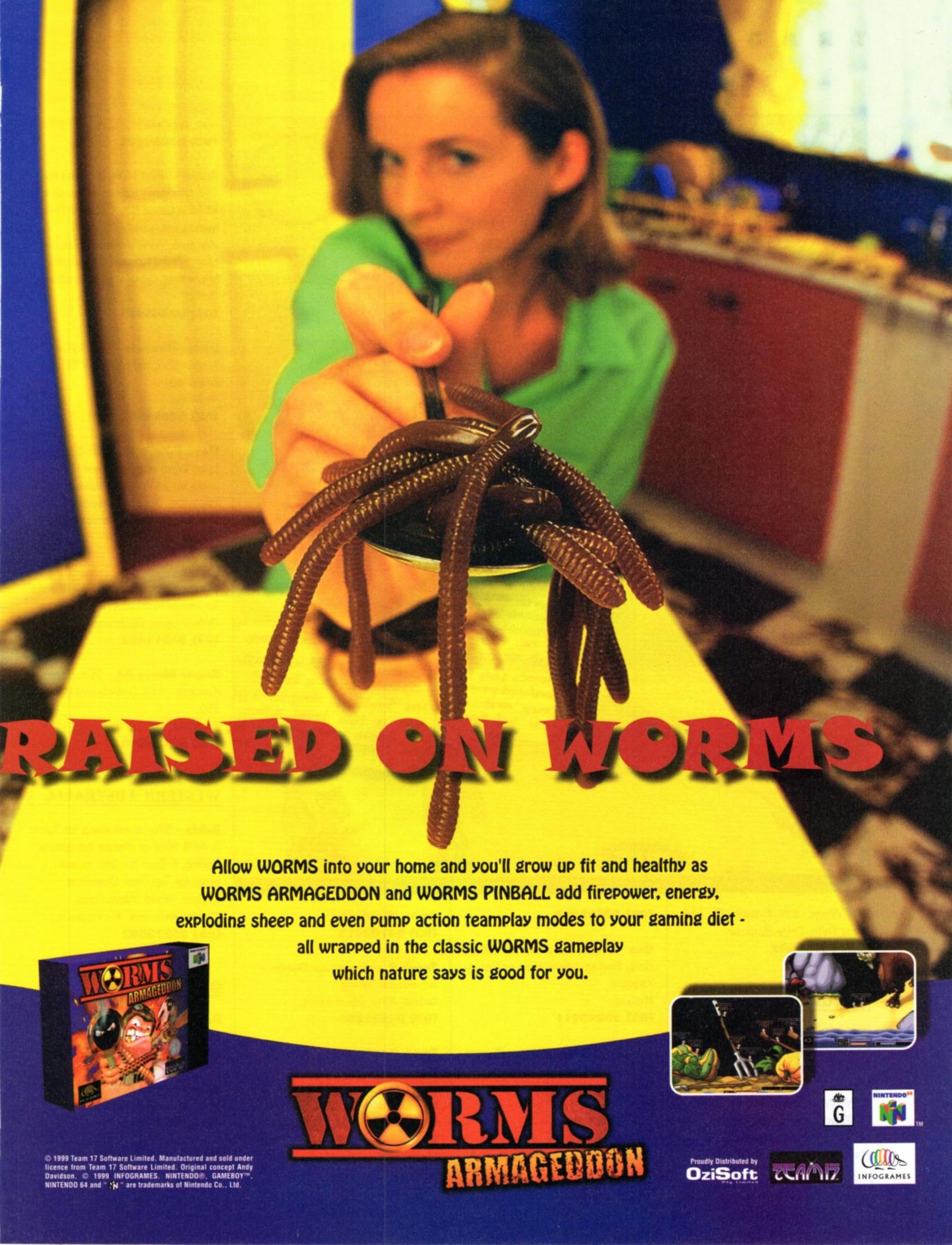
**N64 console**, 2 controllers, rumble pak, mem pak and 4 games, ISS 64, Mario Kart, Banjo-Kazooie, Kobe Bryant in NBA Courtside. All games \$65 except \$40 for Mario Kart. The lot - \$480. Denver Steyn, Sydney

**(02) 98351508**

**ISS 64** - \$45, Bomberman - \$30,

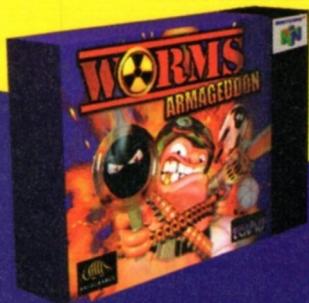


Charles Reardon obviously has a hard-on for Joanna Dark



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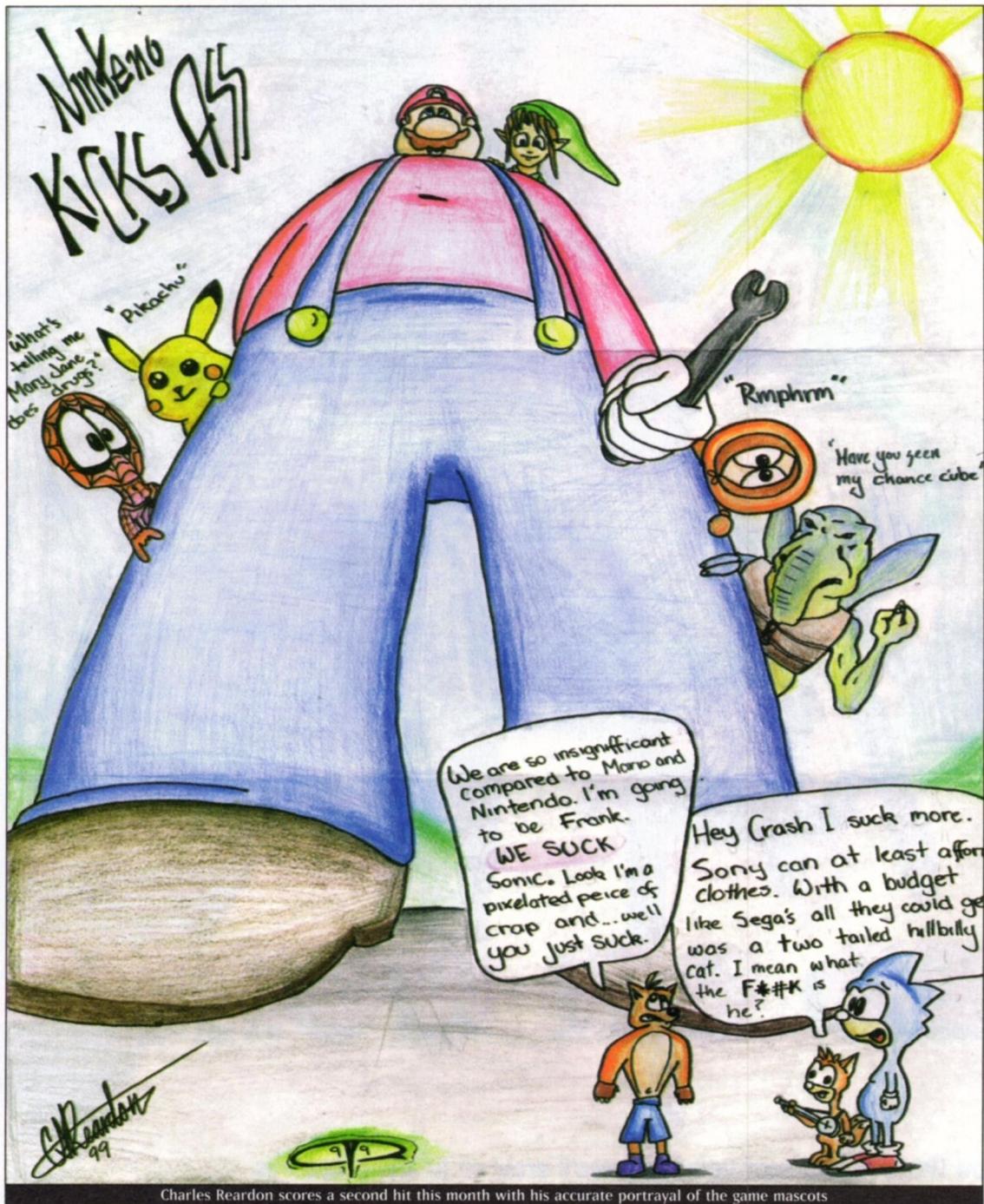
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Charles Reardon scores a second hit this month with his accurate portrayal of the game mascots

Pilot Wings - \$35, Extreme G - \$40.  
Brent Troth, Coffs Harbour  
**(02) 66585242**

## VICTORIA

**South Park** - \$55, F-Zero X - \$40, San Francisco Rush - \$30, Top Gear Rally - \$30, or will swap for FIFA 99, NHL 99, Quake 2, Rush 2, Vigilante 8, WCW Revenge, Pokemon Snap, RC Revolt, All-Star Baseball 99, ASB 2000 or Carmageddon.  
Michael Hack, Healesville

**(03) 59625323**

**Gex** - \$30, or will swap for Diddy Kong Racing, Mario Kart or Banjo-Kazooie.

**Melissa**  
**(03) 58243211**

**Top Gear Rally** - \$30, or will swap for Diddy Kong Racing, Killer Instinct Gold, Mortal Kombat 4 or Mace.  
**Dale**  
**(03) 58243211**

**Wanted:** Penny Racers or Turok 2.

Aaron, Newstaed  
**(03) 54762615**

**Turok 2**, will swap for Beetle Adventure Racing.  
**Rohan, Mont Albert North**  
**(03) 98992996**

**Turok 2** - \$50, F-Zero X - \$30, Wipeout - \$50, Top Gear Rally - \$50, 1080 Snowboarding - \$40, F1 World Grand Prix - \$25, Star Wars: Episode One Racer - \$40, Space Station Silicon Valley - \$50, Super Mario - \$25, or the lot for \$350.

Alec, Kinglake  
**(03) 57861621**

**Zelda** - \$60, F1 World Grand Prix - \$40, Madden - \$35, or will swap the lot for a Game Boy Color. Will swap games, individually, for WWF Warzone, WWF Attitude, Shadow Man, Mortal Kombat 4 or Mission Impossible. Other swaps considered.  
**Daniel**  
**(03) 97445991**

**Banjo-Kazooie** - \$48, Lylat Wars - \$38, rumble pak - \$5, or will swap.  
**No Name**  
**(03) 52811502**

**Have F-Zero X**, Blast Corp, Lylat Wars and Top Gear Rally, will swap for FIFA 99, Forsaken, WWF Warzone, Rogue Squadron, Banjo-Kazooie or Mortal Kombat 4.  
**Bill Irving, Healesville**  
**(03) 59624594**

**Banjo-Kazooie** - \$65, or will swap for Mortal Kombat 4 or FIFA 99.  
**Chris O'Brien, Melbourne**  
**(03) 94311472**

**Super Mario 64** - \$50, Banjo-Kazooie - \$50, Snowboard Kids - \$50.  
**No Name**  
**(03) 98183540**

## WESTERN AUSTRALIA

**Zelda** - \$70, or will swap for Turok 2, ASB 2000 or Beetle Adventure Racing, F-Zero X - \$45, or will swap for Top Gear Overdrive, Cruisin' World, Wave Race.  
**Clinton Wellstead, Rockingham**  
**(08) 95273602**

## QUEENSLAND

**South Park** - \$60.  
**Ryan Walbank, Capalaba**  
**(07) 33901681**

**South Park** - \$70.  
**Aaron Narraway, Goodwood**  
**(07) 41268131**

**Mission Impossible** - \$60,

Buck Bumble - \$70, Mario Kart - \$40, Top Gear Rally - \$40, F-Zero X - \$60, or will swap for Carmageddon or Vigilante 8.  
Paul Chernih, Gold Coast  
**(07) 55987294**

**WWF Warzone** - \$85, or will swap for Carmageddon or Vigilante 8. Nagano Winter Olympics - \$40, or will swap for GoldenEye, Mario Kart or Mario 64.  
Mitchell Bekhouse,  
**(07) 38045206**

**Blast Corps** - \$30, or will swap for South Park, Mortal Kombat Mythologies, Mario Party, Mortal Kombat Trilogy, GoldenEye, Diddy Kong Racing or Rampage.  
Taylor, Beerwah  
**(07) 54941415**  
**0408318887**

**N64 console** with 2 pads, rumble pak, mem pak and 6 games, WWF Warzone, WCW vs NWO, Zelda, GoldenEye, Silicon Valley, Wayne Gretzkey's 3D Hockey. All for \$200. No trades, only for sale.  
Charles, Charters Towers  
**(07) 47873508 after 4pm**

**South Park** - \$60, Turok 2 - \$60, Kobe Bryant in NBA Courtside - \$40, Cruisin' World - \$35, Mario Kart - \$30, Snowboard Kids - \$30, or the lot for \$250. Will swap for Beetle Adventure Racing, FIFA 99, Star Wars Episode One Pod Racer, Vigilante 8, ASB 2000, NFL Blitz or NBA Hangtime.

Lee Olson, Oak Valley  
**(07) 47784376**

## SOUTH AUSTRALIA

**Beetle Adventure Racing** - \$70, or will swap for WWF Warzone, NBA Jam, NBA Live, FIFA 98 or 99, or Virtua Pool.  
Adam, Salisbury  
**(08) 82812187**

**Turok 2** - \$40, Rogue Squadron - \$50, Diddy Kong Racing - \$30, or will swap.  
Jon, Nedlands  
**(08) 93861270**

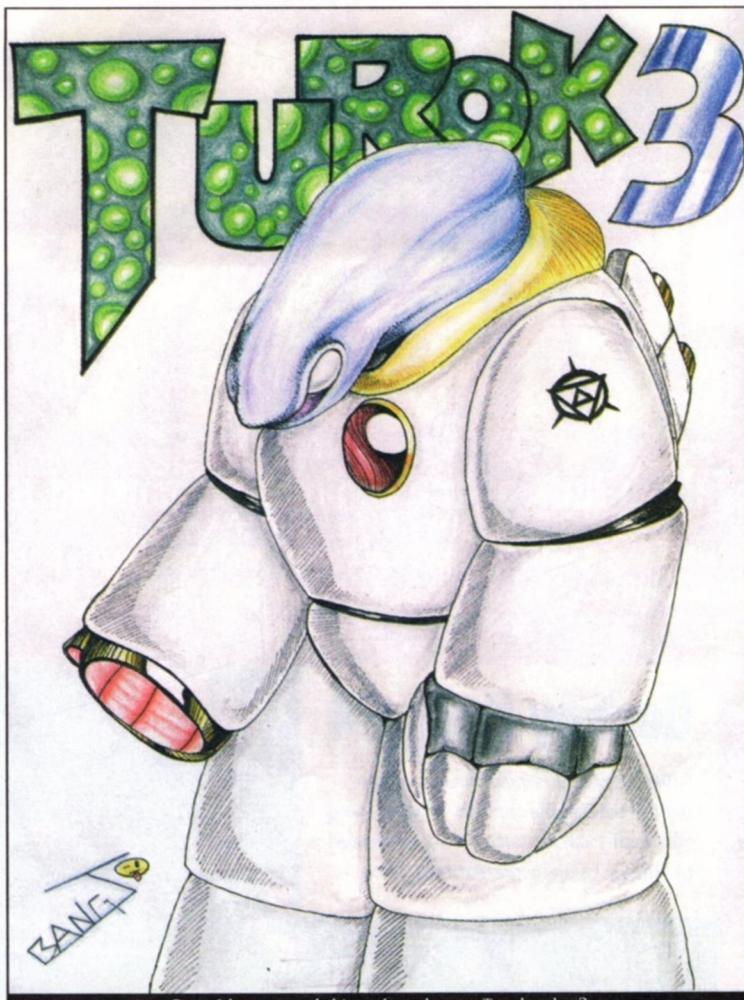
**Diddy Kong Racing** - \$35, or will swap for WWF Attitude, Carmageddon, FIFA 99, Shadow Man or Beetle Adventure Racing.  
Scott

**(08) 83534618 before 6pm**

**Mission Impossible** - \$45, Mario Party - \$45, Vigilante 8 - \$45, South Park - \$45, Turok 2 - \$45, Top Gear Overdrive - \$45. Game Boy games; Tetris DX - \$30, Zelda DX - \$30.  
Geoffrey Maddocks, Oaklands Park  
**(08) 82969558**

**Mission Impossible** - \$60, 1080 Snowboarding - \$60, or will swap for WCW Revenge, WWF Attitude or Pokemon Snap.  
Nick Tagliaferri  
**(08) 83376539**

**MRC** - \$30, NFL QBC 99 - \$70,



Bang J has created this rather obscure Turok robot?

WWF Warzone - \$65, or the lot for \$150.

Matt, Flagstaff Hill  
**(08) 8270 5140**

**Super Nintendo** with 2 pads, Nigel Mansell's World Championship, Super International

Cricket, Donkey Kong Country 2 and 3, Battletoads in Battlemaniacs, Bubsy, Pac Attack, Nintendo Scope with Metal Combat and Nintendo Scope 6. All for \$150 or \$15 per game.  
Matt, Flagstaff Hill  
**(08) 82705140**

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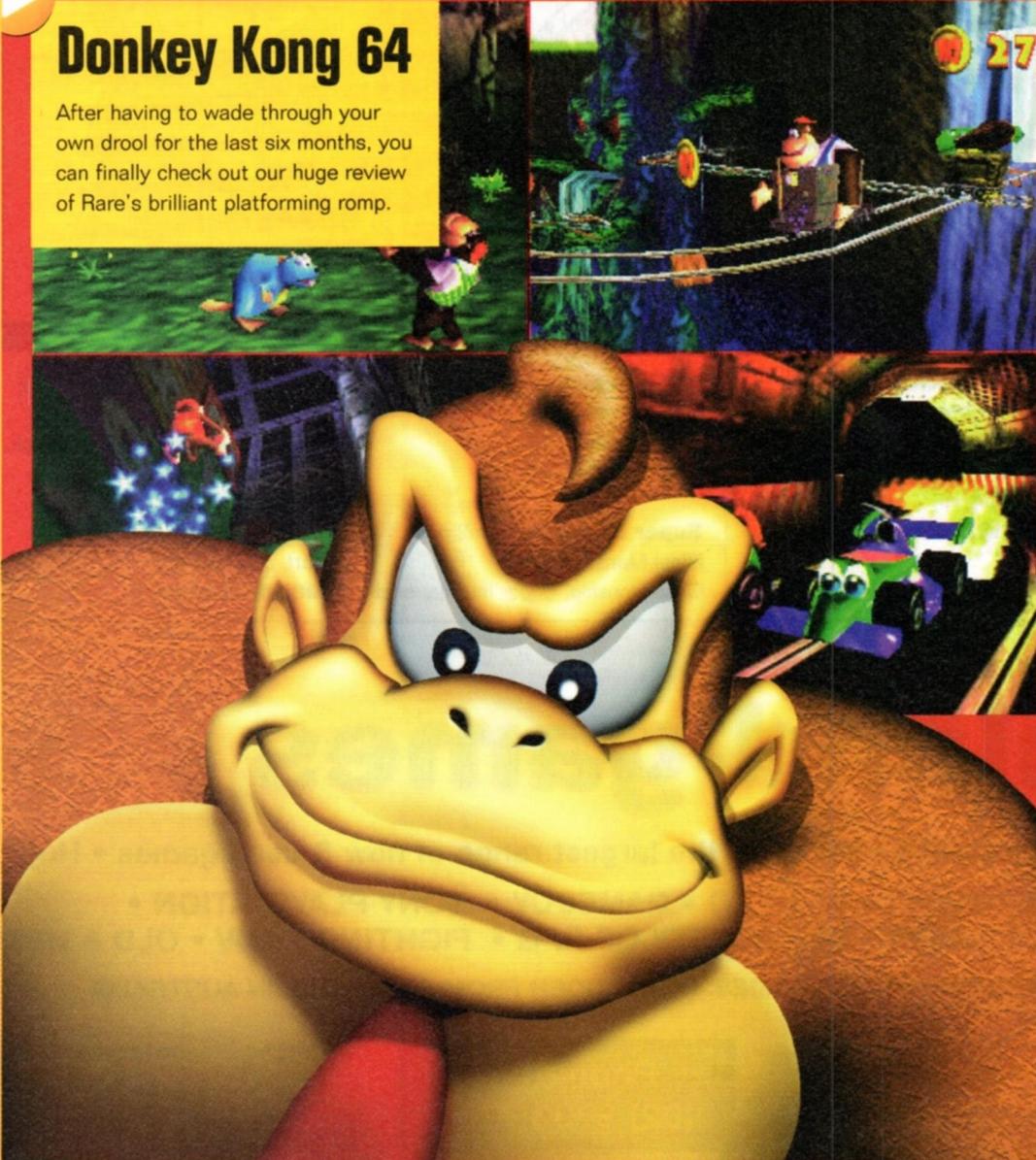
# NEXT MONTH

Take a look at the funky stuff coming in N64 Gamer #23

Naturally, we will strive to bring you all the latest and greatest info on all things N64ish. However, the games distributors reserve the right to postpone the release of their games.

## Donkey Kong 64

After having to wade through your own drool for the last six months, you can finally check out our huge review of Rare's brilliant platforming romp.



## Reviews



### Turok: Rage Wars

Acclaim's multiplayer deathmatch extravaganza has just landed in our hands and we'll be giving it the full review treatment next issue.



### Lego Racers

After a short delay, Lego Racers is screaming along for a December release and its racing action looks mighty tasty.



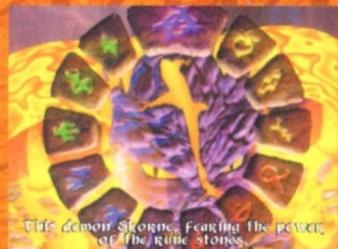
### Destruction Derby 64

What began as a PlayStation game has emerged as one of the most interesting racers coming this Christmas.



### Rainbow 6

If you're a fan of Tom Clancy's Patriot Games and The Hunt for Red October, get excited because this game is based on his work.



Face hordes of monsters,  
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It's the arcade classic  
with all new power-ups and  
new bosses to defeat.



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